

**⚠ WARNING** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

#### Important Health Warning About Playing Video Games

##### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

The Fourth World Fighting Tournament had come down to one final bout between Kage-Maru and Shun Di. But as Kage-Maru launched his final offensive, the glowing, silver form of Dural interrupted the match.

"Mother..." Kage-Maru whispered, facing the transformed being that had once been Tsukikage. Knowing full well that it was too late to save his mother, Kage-Maru destroyed her with his own hands. But when he looked at her face, his expression froze. "This is..."

Concerned by Dural's defeat, J6 captured Vanessa for the next phase of the Dural program. But before they could turn her into the next Dural, she disappeared—apparently with inside help. But they had already transplanted her combat data into the production-model Dural, and thus J6 announced the Fifth World Fighting Tournament to test the abilities of the new V-Dural and to determine the identity of the traitors within J6.

##### What is J6?

Judgment 6, or J6, is made up of six global corporations. Together, they exert enormous influence over areas ranging from weapons development to international politics. J6's goal is to complete their subtle form of world domination.

## CONTENTS

GETTING STARTED .....	2
BASIC CONTROLS .....	3
STARTING THE GAME .....	8
ARCADE .....	9
VS. ....	11
QUEST .....	14
DOJO .....	16
V.F.TV. ....	18
CUSTOMIZE .....	19
OPTIONS .....	21
CHARACTER PROFILES .....	22
CREDITS .....	39

Thank you for purchasing *Virtua Fighter™ 5*. Please note that this software is designed for use with the Xbox 360™ console from Microsoft®. Be sure to read this software manual thoroughly before you start playing.

## GETTING STARTED

## BASIC CONTROLS

### Host and Guest

After the initial start up of the game, the player who presses the START button at the Title Screen becomes Player 1 (or the Host Player) of the game. The Host Player is the only player who can select the Menu items. The Host Player's controller must be properly signed in with a valid gamer profile. The Host Player will then select the System Data file to be used.

Normally, the Host Player plays the character on the left side of the screen. However, the Host Player may elect to play on the right side. To do so, press and hold the Right Bumper while selecting a character (p.8).

In VS mode (p.11), the controller used to join in after the Host Player becomes the Guest Player. This will be in effect until the game exits VS. mode.

### Saving and Loading

This game uses an autosave feature which can be enabled or disabled in the Options (p.21). The latest score ranking of the game, the progress of the Quest mode (p.14), and the Options settings will be saved whenever you leave the mode.

### HDTV Settings

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port connector to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 480p or 720p.

### Dolby Digital

The game is presented in Dolby® Digital 5.1 surround sound. Connect your Xbox 360 console to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. From the System area of the Xbox Dashboard, choose Console Settings, then select Audio Options, then Digital Output and finally select Dolby Digital 5.1 to experience the excitement of surround sound.

### Xbox LIVE

Play anyone and everyone, anytime and anywhere on Xbox LIVE®. Build your gamer profile. Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Registration required to access Xbox LIVE features. Internet connection required. Terms and condition are found at <http://www.xbox.com/live>. You must be 18 to subscribe to Xbox LIVE.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### Family Setting

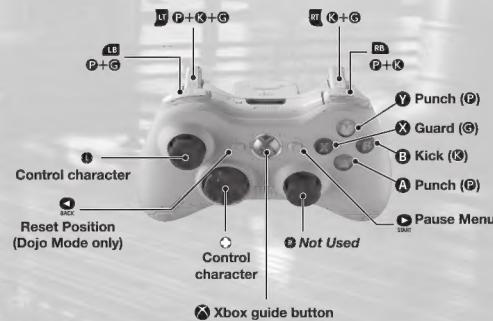
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

### Achievements

This game supports the Xbox LIVE Achievement system. As you play the game, you will earn medals and points which will be credited to your gamer profile as Achievements. Refer to the Xbox Dashboard to view the status of your Achievements for *Virtua Fighter™ 5*.

### Content Download

Additional contents, including themes and gamer icons for the Xbox dashboard, and new items for character customization, are scheduled to be released via the Xbox LIVE Marketplace. For more information about what's available through the Xbox LIVE Marketplace, go to [www.xbox.com/marketplace](http://www.xbox.com/marketplace).



### Xbox 360 Controller

Button to use	Menu>Select Screens	During Match
D-pad	Move Cursor ( $\blacktriangleleft\triangleright$ : Change setting, where applicable)	Control character
Left Stick	Move Cursor ( $\blacktriangleleft\triangleright$ : Change setting, where applicable)	Control character
B Button	Cancel	Kick (K)
A Button	Enter selection	Punch (P)
Y Button	Continuous play of Exhibition match/view gamer card of selected player (VFTV Mode only)	Punch (P)
X Button	Random play of Exhibition match/view where you stand in Leaderboard (VFTV Mode only)	Guard (G)
Left Bumper	Rotate view of the character (Customize Mode only)	Button Combination: P+G
Right Bumper	Rotate view of the character (Customize Mode only)	Button Combination: P+K
Left Trigger	Zoom out view of the character (Customize Mode only)	Button Combination: P+G+K
Right Trigger	Zoom in view of the character (Customize Mode only)	Button Combination: K+G
START Button	Switch costume type during Character Select Screen	Display Pause Menu
BACK Button	Delete data during Character Select Screen (Customize Mode only)	Reset position (Dojo Mode only)

Note: The button configurations during the match (kicks, punches, and guards) can be changed in the Controller settings menu of the Options (p.21).

### Command Display

The basic controls used during gameplay are displayed on the right. Note that the controls listed assume the character is facing right. If a character is facing left, the right and left controls of the D-pad/Left Stick must be reversed.

- ◆ Hold the D-pad/Left Stick in the direction indicated.
- ▷ Tap the D-pad/Left Stick in the direction indicated.
- Press to punch.
- Press to kick.
- Press to guard.
- + Press two or more buttons simultaneously.

### Basic Controls & Actions

With the D-pad/Left Stick, a character can advance, step back and crouch. Use **P** (A or Y button) to punch, **K** (B button) to kick, and **G** (X button) to guard. Also, by combining commands in various ways, you can make your character perform a variety of moves and actions.

#### Dash/Back Dash

**Dash** / **Back Dash**

Dash a short distance forward or backward. For forward dash, it's possible to hold the D-pad/Left Stick ( $\triangleleft\triangleright$ ) to make the character run.



#### Jump

Press and hold **△+P** (or **K**)

The character can jump.



#### Throw

**P+G**

When your opponent is close, you can perform a throw by entering **P+G**. There are also additional throw commands for each character.



#### Down Attack

**▲ P** (while your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have additional attacks as well.



#### Getting Up

**P** or **G** (while currently down)

When your character is knocked down, you can make him/her get up faster.



#### Crouching Dash / Crouching Back Dash

**△△** or **△△△** / **△△** or **△△△**

Dash a short distance crouching forward or backward.



Note: Press **▼** to simply crouch.



#### ARM (All Range Movement)

Walk any direction (except **▼**) and move in any direction you like.

If you press and hold the D-pad/Left Stick in any direction except **▼**, your character will begin walking. To command your character to walk towards the camera, tap **▽**, and immediately press and hold **▼** again.



#### Throw Escape

**P+G**

Evade your opponent's throw. For throws that use **P+G** and a direction, enter the last direction of the throw and **P+G** simultaneously.



#### Recovery

**P+K+G** (when you are about to fall)

When you are just about to hit the ground, press **P+K+G** to spring back up, and evade a Down Attack from your opponent.



#### Rising Attack

**K** or **▽ K** (while knocked down)

When getting up, you can make your character perform middle/low attacks.



#### Defensive Move

**▽** or **△** (release quickly)

You can dodge an attack by moving left or right.



#### Offensive Move

**▽** or **△** (release quickly) **P+K+G**

Move quickly towards the left or right, making it easier to get behind the opponent.



#### Other Actions

Some actions can only be performed by specific characters. A sample of commands can be found in the Character Profiles on pgs 22-38. You can also view a complete list by opening the Pause Menu (p.9) and selecting Command List.

#### Reversals

Turn your opponent's attacks against them using these moves.



#### Charge Attack

Hold down the last button pressed to make a strong Charge move.



#### Deflecting

Deflect the opponent's attack. If you deflect successfully, the opponent will stagger, (see below) giving you a chance to attack.



#### Stagger

Some attacks will make the opponent stagger, giving you an opening to attack. If you stagger, alternate the D-pad/Left Stick  $\triangleleft\triangleright$  quickly to recover.



### Tutorial

#### Learning the Basics

##### STRIKING ATTACKS

There are three types of attacks: High Attack, Middle Attack, and Low Attack.

- High — There are variety of high attacks, from quick checks to powerful, slower attacks.



**P**  
High Punch (Standing Punch)

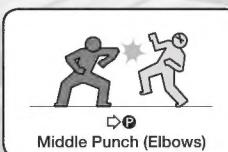


**K**  
High Kick (Standing Kick)



You're in big trouble  
if your opponent guards low!

- Middle — There are a lot of powerful middle attacks that form a core part of each character's arsenal.



**△ P**  
Middle Punch (Elbows)



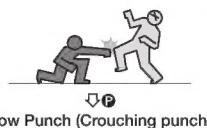
**△ K**  
Middle Kick (Knee Kick)



Against low guards,  
only middle attacks hit!

- Low – Use low attacks to punish your opponent when they guard high.

Lows are especially effective in stopping your opponent's attacks!



Low Punch (Crouching punch)

With long range lows, you can hit a distant opponent more easily!



Low Kick

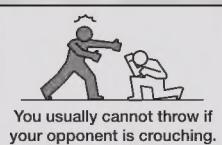
#### THROWS Throw your opponent for big damage!



You can even throw an opponent who is guarding.

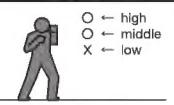


P+G Throw

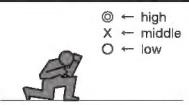


You usually cannot throw if your opponent is crouching.

#### DEFENSE Guard against your opponent's hits and throws to setup a counterattack.



Standing Guard



Crouching Guard



Avoid high attacks with crouching guard.

Make sure to guard and prepare for your counterattack.

Avoid throws by crouching or hitting.

Keeping distance is also effective.



Crouching Guard



Attack to interrupt



Keep distance

#### Attack Strategy

- Throw your opponents if they are standing and guarding.
- Use middle attacks against your opponents if they are using crouching guard.

**Throws and Middle Attacks are your basics in attacking!**

#### Defense Strategy

- Defend yourself with standing and crouching guard!
- Defend against throws by crouching or hitting.
- When you avoid an opponent's attack, it's an opportunity for a counterattack!

#### Understanding Advantages and Disadvantages

The moment after your attack hits, you can guard against an opponent's attack; or if an opponent's attack misses, you will have the advantage.

- Advantages and Disadvantages will always switch during the flow of a battle.

#### Advantage

It's your turn — a chance to attack!

#### Disadvantage

It's your opponent's turn — you'll take damage if you don't defend yourself!

- There are "large" and "small" advantages and disadvantages. The opportunities differ with moves!

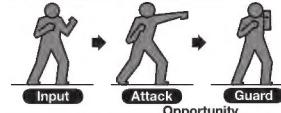
Basic moves (standing punch/kick) are faster, so give less opportunity for a counterattack.

- Even if the basic move hits, your advantage is small.
- Even if the basic move is guarded, your disadvantage is small.

**Advantage/disadvantage is small**

#### Quick Motions

Less opportunity for counterattack.



Input      Attack      Guard

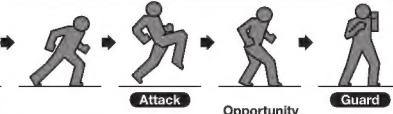
Big moves (knees, tackles, etc.) have more opportunity for counterattack.

- If the big move hits, your advantage is large.
- If the big move is guarded, your disadvantage is large.

**Advantage/disadvantage is large**

#### Big Motions

More opportunity for counterattack.



Input      Attack      Opportunity      Guard

Big moves inflict greater damage on the opponent, but if you miss you will be at a large disadvantage. Use big moves only when you have the advantage!

- Learn to distinguish when you have the advantage! Don't miss your chance to attack!

**When your attack hits**



Your attack hits!

Opponent takes damage and briefly cannot move — Advantage!

Your next attack hits!!

**When you successfully guard your opponent's attack**



You guard against the opponent's attack!

Opponent briefly cannot move until he regains his stance — Advantage!

Since he cannot move, your attack hits!!

**When your opponent's attack misses**



Opponent's attack misses!

Opponent cannot move until he regains his stance — Huge Advantage!

Since he cannot move, your attack hits!!

#### Summary of Advantages and Disadvantages

#### Advantages

- When your attack hits.
- When you guarded an opponent's attack.
- When an opponent's attack misses.

→ It's your turn!  
It's your chance to attack.

#### Disadvantages

- When you take damage.
- When your attack is guarded.
- When your attack misses.

→ It's your opponent's turn!  
Defend yourself!

## STARTING THE GAME

### Main Menu

From the Title Screen, have the Host Player press the START button to display the Main Menu. The following selections are available.



#### ARCADE P.9

Fight against CPU controlled characters through seven stages with unlimited continues.

#### VS. P.11

Play against a human opponent. A second controller is required for the Guest Player.

#### QUEST P.14

Play against your rivals at virtual arcades and tournaments to become the top VF player.

#### DOJO P.16

Improve your fighting skills and techniques.

#### VF.TV P.18

View replays, rankings and promotional movies.

#### CUSTOMIZE P.19

Create and customize your own character, using the Fight money and items you collected in Quest mode.

#### OPTIONS P.21

Change various game options.

### Character Select Screen and Character Data

In this game, with the exception of VF.TV and OPTIONS modes, you must select a character or Character Data. Select either Character Data you've created already, or select Play without using data (not available in Quest and Customize modes) and select a non-customized character. If you select Create new data, you will create new data for a character of your choice, but it must be customized later in Customize mode. Press and hold the START button while selecting a character to switch the costume type between Main and Sub(stitute).

In both Quest and Customize modes, you can customize your Character Data file with your own ring name, items and clothing to create a new look, and use them in Arcade, VS., and Dojo modes.



## ARCADE

This is a mode where you play through seven stages against CPU-controlled characters, as with the Arcade version. Select one of the two modes, then select a character (or Character Data) to start the game.

### Arcade Mode Menu

Normal	Play the game as you do in the arcade.
--------	--

### Arcade Mode Screen

#### ① Selected Character

The name and face of your selected character are displayed.

#### ② Health Bar Remaining

This decreases as your character takes damage. If it reaches zero, the character will be K.O.'d.

#### ③ Player Information

The ring name of the player, the rank, and the emblem are displayed here (only when Character Data is in use).

#### ④ Rounds Won

Displays how many rounds have been won by each player. One lamp lights up in red each time a round is won.

#### ⑤ Time Remaining

When the time reaches zero, the round is over. If the match is undecided, the player with the highest remaining Health Bar wins.

#### ⑥ Stagger Mark

When staggering, the Stagger Mark is displayed on your player's side. Press the D-pad/Left Stick and other buttons in quick succession to speed up your character's recovery.



#### ⑦ Score

#### ⑧ Drink Count (Shun Di only)

When the character is Shun Di, the drink count is displayed here. Please see p.32 for details.

#### ⑨ Total Time Elapsed and Stage Count

Displays the total time elapsed since the game began and the current stage.

### Pause Menu

Press the START Button during the match to pause the game and open the Pause menu.

#### ■ Return to the game

Close the Pause menu to resume the match. Note that pressing the START button again has the same effect.

#### ■ Command list

Displays the Command list of the character in use. Use the D-pad/Left Stick  $\leftrightarrow$  to select between the command types, and  $\uparrow\downarrow$  to scroll the list up/down.

#### ■ Controller settings

Change button assignments (p.21).

#### ■ Return to the Arcade menu

Quit the match.

**Fight Rules**

In each match, you must win a predetermined number of rounds for overall victory. When you win a match, you move on to the next stage and fight the next character. Here are the ways to win a round:

**K.O.**

Inflict damage to lower your opponent's health bar. If his/her Health Bar drops to zero, you win the round by a K.O.

**Ring Out**

Some stages have no walls, and some have low walls. Knock your opponent out of the ring, regardless of the Health Bar, to win by Ring Out.

**Time Up**

When the time runs out, if neither side is K.O.'d, the player with the most Health remaining is the winner.

**Draw**

If both players have an identical amount of Health remaining at Time Up, it's a Draw. Both players are credited with a win for the round.

**Sudden Death**

When the game is at a match point for both characters and the round is a Draw, the game will continue in **Sudden Death** in which both characters fight with almost no Health remaining. If the game still cannot determine the winner and ends in a Draw, then the CPU (or the host player, in case of two-player game) wins the match.

**Game Over & Continue**

If you lose a match, the game ends, and the Continue screen will appear. Press the START button before the counter reaches zero to restart from the match you just lost.

**Score Attack**

Aim for a High Score and see where you stand against players all over the world.

In Score Attack, you select a character to use and the stage route to take, then play the same way as in Normal mode.

At the end of the game, you will be asked whether to permit upload of replay data, regardless of your score. Next, your system will connect to Xbox LIVE, and if your score is among the top scores, your name and score will be registered. If your score is among the top 100 players and you permit uploading of your replay data, it will be uploaded. Your replay data will remain as long as your record remains in the top 100, and will be deleted once your rank drops below 100.



Note: To keep the situation equal among contestants, the Options settings cannot be changed in this mode. There will be no final boss.

**End Menu of Ranking Mode****■ Retry**

Play the Score Attack again with the same character and route.

**■ Return to Route Select**

Play again with a different route.

**■ Return to Character Select**

Play a match again with a different character.

**■ Return to Arcade Menu**

Exit Score Attack.

**Normal**

Duel against a human opponent for offline play.

After each player selects a character to use, Player 2 (or whoever lost the previous match) has the option to select the stage to play on. Select **RANDOM** to let the game choose the stage.

**Note:** Stage Select screen will be skipped, if Stage select setting in the Options (p.21) is set to Off. The stage will be selected randomly.



The rules are the same as in Arcade mode, except you only play one match. The player who paused the game has control of the Pause Menu (p.9); when selected, only the Command list and Controller settings of the player who paused will be displayed. After the match, a Result Screen and a menu will be displayed. Use the D-pad/Left Stick ↑↓ to select a menu item, and press the A button.

**■ Fight again**

Play a match again with the same characters and stage.

**■ Change stage**

Play a match again with the same characters, but with a different stage.

**■ Return to Character Select**

Play a match again with different characters (go to Character Select screen).

**■ View replay**

View a replay of the match you just played. For information on how to use the Pause menu during a replay, please see p.18.

**■ Save replay**

Save a replay of the match you just played onto the storage device. You can view the replays you have saved later in VFTV (p.18).

**Playing with Character Data**

If you use Character Data, your performance in VS. mode will be reflected in your win/loss results and in your character customization. You will earn experience points to rank up. You may also see an Item Battle. Please see p.15 for details.

**Using Your Character Data on a Friend's Xbox 360 Console**

You can take your Character Data and use it to play against your friend on his/her Xbox 360 console. To do so, you must first copy your gamer profile and *Virtua Fighter™ 5 System Data* onto a Memory Unit. Then, insert the Memory Unit into the Xbox 360 console you will be using to play (alternately you can choose to copy the data onto the Xbox 360 console), and sign in with the controller and the data you will be using. After you join in VS. mode, select the storage device where your *Virtua Fighter™ 5 System Data* is.

If the Guest Player is not signed in, the Guest Player can use only the default characters.

**Ranked match**

Duel on Xbox LIVE, with the results affecting rankings.

You play for a win/loss record and a rank, which are independent from the offline play. You will have one common record and rank per gamer profile, regardless of the Character Data used. At the end of the game, Battle Points are earned according to your performance, and when you have enough points, your rank will be raised.



## Player match

Duel on Xbox LIVE without affecting rankings.

Enjoy a battle without worrying about your win/loss record or the rank, as they will not be affected. You can also invite a friend to play.



## Xbox LIVE Play

You must be signed in with Gold Membership in order to be able to play Xbox LIVE VS. Play.

### Session

Whenever you play in an Xbox LIVE battle, you must either create a session or join an existing one. If you choose to create a session, you will also set up conditions for the battle. This setting will also be used as an index for other players to search your session through Custom Match. Note that the player who creates the session plays on the 1P (left) side, while the player who challenges plays on the 2P (right) side.



### Flow of the Match

#### Character Select

Playing Ranked match or Player match, you will first select a character to use. Note that Ring Name and comments on your Character Data will not be reflected. The name on your gamer profile will be used.



#### Xbox LIVE Vs. Battle Menu

Select one of the following to either join an existing session or create a new one.

#### Quick Match

Find an available session without any preferences for search.

#### Custom Match

Find a session with one or more specific session settings (see below). With Ranked match, you can also choose to search for a player with a rank similar to yours. Select **Search for opponents** to begin search.

#### Create a session

Create a session and wait for a challenger to join in. You can make the following settings.

**Stage** Play on a stage with a specific wall height, or no wall at all.

**Round count** Number of rounds in a match. Available with Player match only.

**Time limit** Time limit for each round. Available with Player match only.

**Private match** Create a session for inviting a friend to play. Available with Player match only.

#### Return to Character Select

Change your character.

#### Return to the VS. Menu

Change the VS. mode to play.



**Note:** In Ranked match, you cannot change the Round count or Time limit, although they are visible (but dimmed).

## Inviting a Friend

With Player match, you can invite a friend for a private match. First, create a player session with Private match setting set to **Yes**. Next, press the Xbox guide button, and select a friend to invite from the Friend list in the community, and press the X button.

At the receiving end of the invitation, if you accept Game Invite, select and enter VS.→Player match. After you select a character, you will jump directly to the session.



### Search for Available Session

If you choose to search for a session, the game will look for any available session (Quick Match) or for specific conditions (Custom Match). If no session is found, try again a little later.



If more than one session that meets your search condition is found, use the D-pad **↔** to select one. Press the A button to challenge, the B button to cancel, or the Y button to view your opponent's profile.

When ready, both players press the A button, and the battle begins.



### End Menu

After the match, the End Menu will be displayed. With Ranked match, the amount of Battle Points earned will also be displayed.

#### Fight again

Play again with the same opponent. Available only with Private match.

#### View opponent's gamer card

View the opponent's profile.

#### Send a review of opponent

Submit a player review of the opponent. Prefer or avoid the opponent.

#### Return to Xbox LIVE VS. Play menu

End the match up.



## Rich Presence

Rich Presence is seen when accessing a friend's list on Xbox LIVE. This feature shows if friends are on Xbox LIVE or not, on Xbox LIVE and playing another game, or on Xbox LIVE playing *Virtua Fighter™ 5*. If a friend is on Xbox LIVE playing this game, Rich Presence provides additional information for viewer including the type of event being played.

## QUEST

In Quest mode you battle against different rivals at the arcades to win the local tournaments and earn a chance to compete in the official tournaments. You can also improve your Ranking, and earn items to customize your character.

In Quest mode, you must use Character Data. On the Character Select Screen, select existing Character Data or create data. The selection Play without using data will not be available.

### Map Screen

From the Map Screen, you can go to any arcade in town or the Event Square. Select your destination using the D-pad/Left Stick, and press the A button to enter.



### Home Menu

Home Menu can be accessed either by selecting HOME or by pressing the START button.

#### ■ Customize

Customize your character by purchasing and equipping items or changing your Ring Name. See p.19 for details.

#### ■ Status

View status of the game. You can also view a list of players you have defeated in Quest mode and Emblems you have collected.

#### ■ Quest settings

Adjust the Quest mode difficulty and Commentary settings.



#### ■ Save

Save the current game onto the storage device.

#### ■ Return to Character Select

Change Character Data.

#### ■ End Quest Mode

Return to the Main Menu.

### Record Display

Your current record is displayed on the bottom half of the screen. It shows your ring name, your current rank (p.15), win/loss record, win ratio, your emblem, the number of orbs you have (p.15) and the amount of Gold (G) you have.



### Entering an Arcade

Inside the arcade, there are three *Virtua Fighter™ 5* video game units, each with the current player's name. A yellow star next to the player's name indicates that you have already met and defeated him/her before. If a local tournament is in progress, tournament information will be displayed instead. Select either one of the three players to challenge, the local tournament (if in progress), or Customize (p.19). To exit the Arcade, simply press the B button. If you battle against a player with an Emblem and win, you gain the Emblem.

Note: Some high rank players are Arcade Aces. They can be identified by "Arcade Ace" and a Japanese language Ring Name in their personal comment.



### Event Square

Whenever an announcement for an Official Tournament is made, go to the Event Square. Select the indicated Official Tournament to participate. This can only be selected when a tournament is being held until you clear it. If you have already cleared any of the Official Tournaments, select List of official tournaments to participate again at any time. You can also Customize (p.19) your character. Press the B button to exit.



## Tournaments

There are two types of tournaments: Official Tournaments and Arcade-sponsored Local Tournaments. If you place within the top three, you earn a prize. Whenever you see an announcement for a tournament, visit the location where it will be held.

#### ● Official Tournaments

Official Tournaments are held in the Event Square. You can clear these events by placing in the top three, and you can keep trying until you clear the tournament.

Note: You can also re-enter a tournament you have already cleared by selecting it from List of official tournaments, but unless the current tournament is cleared, no new tournaments will be held.



#### ● Local Tournaments

These are Arcade-sponsored tournaments on a smaller scale. In these tournaments, the rules (number of rounds needed to win a match and length of each round) could be different from the norm. Although you only have one try at each, these are held on a regular basis at each of the arcades.



### Official Ranking and Ranking Match

Every player has an Official Ranking, and experience points (①) gained by winning matches. When a Ranking Match message is displayed before the match, you may be promoted a rank by winning the match.

At higher ranks, you may lose experience points by losing the match. You may see a Ranking Match where your loss will cause you to be demoted to a lower rank.

Note: Experience points can be earned in VS. mode as well. You must be using Character Data to earn experience.



### Item Battle

Occasionally, there will be an Item Battle, where you can win a prize. This could be an item, fight money (Gold), or an orb (see below). Note that a Ranking Match and an Item Battle may occur at the same time.

Note: An Item Battle may also occur in VS. mode. You must be using Character Data to win the item.



### Orbs and Orb Discs

As you create a Character Data, you are given an Orb Disc with seven holes, each of which can be filled by an Orb you win as a prize. When all seven holes are filled, a special reward is given, and the Orb Disc will disappear. You can then buy another Orb Disc at the Item Shop (p.18).

Orbs will not appear as a prize if you do not have an Orb Disc. You cannot hold more than one Orb Disc at a time. There is also a limit to the total number of Orb Discs you can buy.



## DOJO

Hone your fighting skills in Dojo mode.

### Dojo Menu

#### Command Training

Practice different fighting moves according to commands displayed. If you enter the command correctly, you will advance to the next move.

#### ① Command in Training

The current move name and button combination are displayed.

#### ② Command Display

#### ③ Input Display

#### ④ Hit Display

Note: By default, Command and Input Displays are turned off.



#### Training Menu

Press the START Button to display the Training Menu.

#### ■ Return to the game

Close the Training Menu and resume training.

#### ■ Command list

Displays the Command list. Use the D-pad/Left Stick  $\leftrightarrow$  to select move types, and  $\uparrow\downarrow$  to select a specific move. If you select the move with the A button, you will resume the training with the selected move as your new Command in training.

#### ■ Display settings

Toggle On/Off the following displays on the screen.

Command Display Displays button presses and frame count in real time.

Input Display Displays button presses.

Hit display Displays the location of hit (HIGH/MID/LOW) upon contact.

#### ■ Reset positions

Resume training with initial character positions.

Note: Pressing the BACK button during the training has the same effect.

#### ■ Controller settings

Change button assignments (p.21).

#### ■ Return to Character Select

Select a different character to train with.

#### ■ Return to the Dojo Menu

Exit Command Training.

#### Free Training

Select your character and sparring partner, and train freely in advanced fighting situations.

#### ① Number of Combo hits

The number of attacks hit in succession (combo).

#### ② Amount of Damage

Displays the amount of damage inflicted by an attack, or total amount in Combo hits.

#### ③ Sparring Partner's Health Bar

#### ④ Command Display

#### ⑤ Input Display

#### ⑥ Hit Display



### Training Menu

Press the START button to display the Training Menu.

#### ■ Return to the game

Close the Training Menu and resume training.

#### ■ CPU settings

Set up the actions and reactions of the CPU character in various ways for more advanced training. Note that the Menu Items appearing in CPU settings change according to your setting selections.

#### ■ Display settings

Toggle On/Off the following displays on the screen.

Command Display Displays button presses and frame count in real time.

Input Display Displays button presses.

Hit display Displays the location of hit (HIGH/MIDDLE/LOW) upon contact.

#### ■ Position settings

Change the default position against the sparring partner.

#### ■ Ring settings

Change the height of the walls around the ring (No walls/Half fence/High fence).

#### ■ Command list

Displays the Command list. Use the D-pad/Left Stick  $\leftrightarrow$  to select between the command types, and  $\uparrow\downarrow$  to view the commands.

#### ■ Controller settings

Change button assignments (p.21).

#### ■ Return to Character Select

Select a different character to train with.

#### ■ Return to the Dojo Menu

Exit Free Training.

### Note on CPU setting – Throw Direction

Some CPU settings allow your sparring partner to throw as you a counterattack. If you see the Throw direction option, select any, or all, directional arrows indicated (turns orange when ON; " $\_$ " = no direction). The CPU character will counterattack with a randomly selected throw command it can perform, where the last directional input is one of the enabled directions (for example,  $\uparrow\downarrow\uparrow\downarrow P+C$  or  $\leftrightarrow\leftrightarrow P+C$  for the direction  $\rightarrow$ , if the character can execute them; " $\_$ " will execute a simple  $P+C$  throw). Note that the directions of the arrows are based on initial position of CPU character — the left/right direction of the arrows will be reversed if the CPU's initial position is on the left (Player 1's) side.

#### Command Time Attack

Select a character, go through all the commands, and see how quickly you can complete them all.

How fast can you go through all available commands for a single character? Test your skills.

After you select a character, the Time Attack begins. Enter the command displayed inside the window at the top of the screen. If you enter successfully, the next command will be displayed. You complete the Time Attack when all commands are successfully executed. At the end, your system will connect to Xbox LIVE, and you can see where you stand against players all over the world. If your time is among the top times, it will be registered on Xbox LIVE.

If you wish to quit, open the Pause menu and select either **Return to Character Select** (and restart Command Time Attack) or **Return to the Dojo menu**. The Menu Items are the same as in Command Training.

#### ① Time

Displays the Record Time (top) and Elapsed Time (bottom).

Note: All other displays are the same as in Command Training.



View replays of VS. mode matches and short movies of *Virtua Fighter™ 5*.

#### Replays

View replays of the VS. mode matches you have saved.

Use the D-pad/Left Stick  $\uparrow\downarrow$  to select the replay data to view, and press the A button. After confirmation, the replay starts.

During the replay, press the START button to display the Pause menu.

##### ■ Return to Replay

Close the Pause menu and resume the replay.

##### ■ Play from the beginning

View the current replay again from the beginning.

##### ■ Replay settings

Display commands and button inputs (separately for 1P and 2P sides) on the screen. For each selection, use the D-pad/Left Stick  $\leftrightarrow$  to toggle the setting On/Off. Select End Adjustment and press the A button to return to the Pause menu.

##### ■ Return to VF.TV Menu

Quit the replay and return to VF.TV menu screen.



#### Exhibition matches

View pre-recorded match-ups of the selected characters.

Use the D-pad/Left Stick  $\leftrightarrow$  to select a character,  $\uparrow\downarrow$  for the opponent, and press the A button to play. Alternately, press the X button to play all at random, or the Y button to play continuously. The recordings of the Exhibitions give you an idea of how to fight against the opponent in various situations.

As in Replays, press the START button to display the Pause menu.



#### Movie Theater

View demos and promotional movies of *Virtua Fighter™ 5*.

#### Rankings

View Leaderboards of both online and offline play.

First the top 10 players in the selected category will be displayed. Use the D-pad/Left Stick  $\uparrow\downarrow$  to move the cursor, or press the X button to view where you stand. Press the Y button to view the Gamer card of the selected player.

The top 100 players in Arcade mode may also attach replay data. If you see a camera icon on the selected player, press the A button to view his/her replay.

**Note:** The Ring Name will not be shown in the replay. His/her Gamertag will be displayed instead.

Press the START button to Open Ranking Options. Press the BACK button to view Help on Rankings controls.



##### ■ Rankings

View Leaderboard in the selected category.

##### ■ Character

View Leaderboard with selected character.

##### ■ Route

View Leaderboard with selected route (not available with Command Time Attack).

##### ■ Toggle rankings

Close Ranking Options and display Leaderboard with new setting.

In Customize mode you can create and edit Character Data to be used in the Quest mode (p.14). The edited characters can also be used in Arcade, VS, and Dojo modes.

#### Character Select

First, select an open slot to create new data, or select an existing character to edit. If you create new data, you must next select a character to use.

Once the data is created, you cannot switch characters. To delete existing data, highlight the data and press the BACK button.



#### Customize Menu

##### Costume settings

Change the appearance of the character.

##### ■ Item Edit

Select from four available costume types (see Main/Sub costume settings below), and customize the appearance of the character by applying items you've obtained.

First, select one of the four types of character costumes. Note that some items can only be equipped with certain costume types.



Next, use the D-pad/Left Stick  $\leftrightarrow$  to select the area to equip items, and press the A button. Next, use the D-pad/Left Stick  $\uparrow\downarrow$  to select the item, and press the A button to equip (or select *Return to default* to return style of the area to its default; *Remove* to remove item in the area). The areas you can equip, and the items the character can equip vary depending on the selected character and the costume type.



**Note:** Rotate the view of your character using the Right/Left Bumpers, or zoom in/out using the Right/Left Trigger.

Each item has a value in item points. The total item points of the items equipped must not exceed the maximum allowance of 10. Also, only one item can be equipped in one area. Note that some items may not be equipped together, even across different areas.



## OPTIONS

### ■ Main/Sub costume settings

Out of the four costume types, select one type as your Main costume, and another as your Sub costume. Only these two can be selected at the Character Select Screen.



### Item shop

You can buy items with the Fight money you earned.

If you earn enough Fight money, you can purchase items to customize your character's appearance. First, use the D-pad/Left Stick  $\leftrightarrow$  to select the body part and press the A button. Next, use the D-pad/Left Stick  $\uparrow\downarrow$  to select the item, and press the A button to buy. Information for the selected item (usable costume types, item points, etc.) is displayed at the left side of the screen, so use this as a guide to make your purchase.



### Change ring name

Enter a unique ring name with up to 10 alphanumeric characters.

### Personal comment settings

Edit a two-line personal comment (PR) that appears before the match.

### Emblem settings

Change the emblem which appears next to your ring name.

You can display an emblem next to your Ring name. Use the D-pad/Left Stick  $\leftrightarrow$  to select the emblem type. Next, select the emblem to display. If you do not want an emblem to appear, select Remove emblem.

**Note:** The ring name, personal comments, and emblem will not be displayed when you play the Xbox LIVE Vs. Battle.

### End customization

Return to the Main Menu screen.

In Options, you can change various game settings, or manage saved data. Use the D-pad/Left Stick  $\uparrow\downarrow$  to select an option to adjust, and  $\leftrightarrow$  where applicable to make changes. In any menu with the following menu items, select **Return to defaults** to return all values of the selected settings menu to the default value; select **End adjustment** to exit with changes. Where applicable, press the B button to cancel (exit without changes).



### Game settings

Make a variety of changes to gameplay settings in ARCADE and VS modes.

#### ■ Difficulty

Adjust CPU skill level (from 5 levels).

#### ■ Round count

Adjust the number of rounds required to win a match.

#### ■ Time limit

Adjust the time limit for each round.

#### ■ Max. Health Bar: Player/CPU 1P/2P

Adjust the Health Bar for each player/CPU.

#### ■ Stage select

Allows you to select the stage (ring) to play on. The game selects the stage randomly if this is set to Off.



#### ■ Commentary

Toggles match commentary On/Off.

### Controller settings

Edit controller button configurations/functions for each player.

First, select a controller to adjust. Next, for the selected controller, use the D-pad/Left Stick  $\uparrow\downarrow$  to select the button, and  $\leftrightarrow$  to select its function. You can also set the Vibration setting of the controller On/Off here. Select "Return to Defaults" to reset.

Note: If Controller settings are accessed from the Pause menu of each mode, only the controller of the player who paused the game can edit the controller settings.



### Sound settings

Make adjustments to the volume of the following voices/sound effects used in the game.

#### ■ Ambient sound

Select ambient sound settings.

#### ■ Volume: sound effects

Adjust the volume level for the sound effects.

#### ■ Volume: music

Adjust the volume level for the background music.

#### ■ Volume: commentary

Adjust the volume level for the commentary during the match.

### Game Data

Manage saved data.

#### ■ Save

Save (overwrite) the System Data file on the storage device.

#### ■ Load

Load the System Data file from the storage device.

#### ■ Autosave settings

Toggle On/Off the autosave feature. When this is set to Off, the game will prompt to confirm whether to save (overwrite) the System Data file.

#### ■ Change storage device

Change the storage device to save your data.

## CHARACTER PROFILES

### Eileen Country: China Fighting Style: Kou-Ken

After losing both her parents at a young age, Eileen was raised by her grandfather, a martial arts master. In addition to her grandfather's training, she also spent time studying with a Beijing opera troupe. One day, she happened to see a martial arts demonstration by Pai Chan, and was amazed by the beauty of her movements. Since then, Eileen thinks of little else besides finding some way to approach Pai.



MOVES	COMMAND	MOVES	COMMAND		
<b>Normal Moves</b>					
Rakuho Senpukaku	PPPQ	Sayu Gekishou	↓+C+C↓P+C+C		
Renkan Zensou Senpu	PPP↓C+C	Sayu Gekishou	↓+C+C↑P+C+C		
Enkou Gekisou	PPC+C	~Rakuten Hagetsu	↓+C+C↑P+C+C		
Shoukou Yakutou	P△C+C	Jinrai Santen	↓+P+C+C		
Rententai	PC	Sayu Hashitsu	↓+C+C+C		
Matsumen Soubi	↓P+C+C	Taisei Soudou	↓+P+C+C		
Enkou Myurin	↓C+C+C	Enkou Toufu	↓+P+C		
Enkou Yurin	△P+C+C	Koushi Renzan	↓+P+C+C		
Nichigetsu Tenkan	△C+C+C	Shashin Sousou	↓+P+C		
Enkou Kenka	△C+C	Rigou Tenshital	↓+C		
Fukushinshou	↓C	Hikou Rantsui	↓+C+C+C		
Koushi Choukan	↓△C+C	Renkan Touku Kouhaikyaku	↓+C+C+C		
Taisei Rensou	↓△C+C+C	Kesshi Hanbi	↓+C+C+C		
Enkou Santen	△△C	Zensou Sempu	↓+C+C+C		
Hikou Hagetsu	△△C	Honshu Kousoutai	↓+C+C		
Rinheki Hairen	△△C	Goku Shicchi	↓+P+C+C		
Hikou Bokushoku	△C	Goku Kouzan	From Goku Shicchi: P		
Kousokuhon	C (while rising from a crouch)	Goku Santeiki	From Goku Shicchi: C		
Hikou Niki	△C	Shashin Hon'yaku	P+C (during Defensive Move)		
Hikou Senshi	△C+C	Shashin Sousou	P (during Offensive Move)		
Hairenkyaku	△C	Shashin Tekiyaku	C (during Offensive Move)		
Kousokutanai (deflect)	△C+C	<b>Moves from Zenkuhon</b>			
Taisei Kouten	↓△C+C, then C during hit	Zenkuhon	↓△C+C		
Taisei Dakka	↓△C+C	Zenku Soutsui	From Zenkuhon: P		
Hikou Choukan	△C	Zenkuhon Rakutai	From Zenkuhon: C		
Sokutantai	△C	Taisei Soumen	From Zenkuhon: P+C		
Tanhikyaku	C	<b>Moves from Enkou Nyudou</b>			
Dokuritsu Sougan	P+C	Enkou Nyudou	↓△C+C		
Sayu Gekishou	↓P+C+C, then ↓△C+C during guard or hit	Enkou Shutusdou	From Enkou Nyudou: P		
-Koushi Choukan	↓P+C+C	Shukushin Zensoubi	From Enkou Nyudou: C		
<b>Throws</b>					
Sayu Gekishou	↓P+C+C	Kou'ou Enten	P+C		
-Taisei Honsov	then ↓△C+C during guard or hit	Kou'ou Touten	↓P+C		
Sayu Gekishou	↓P+C+C	Kou'ou Gezan	↓P+C+C		
-Taisei Chouzai	then ↓△C+C during guard or hit	Kou'ou Tekikyu	↓P+C+C (or △) C		
Sayu Gekishou	↓P+C+C	Kou'ou Roukyu	↓P+C+C		
-Taisei Dakka	then ↓△C+C during guard or hit	Kou'ou Batsuzan	↓△P+C+C+C		
Sayu Gekishou	↓P+C+C	Kou'ou Kouzan	↓P+C		
-Zenkuhon	then ↓△C+C+C during guard or hit	<b>Down Attacks</b>			
Sayu Gekishou	↓P+C+C	Enkou Shousuui	(opponent down) ↓P		
-Enkou Nyudou	then ↓△C+C+C during guard or hit	Enkou Rakuten	(opponent down) ↑P		

### El Blaze Country: Mexico Fighting Style: Lucha Libre

Unrivaled in the light-heavyweight division, El Blaze viewed Wolf's victories in the heavyweight division with envy and jealousy. In order to surpass Wolf and finally put these feelings behind him, El Blaze decides to enter the Fifth World Fighting Tournament.



MOVES	COMMAND	MOVES	COMMAND		
<b>Normal Moves</b>					
Burnout Combo	PPPK	Demon Dance	↓P+C		
Jab-High Kick	P+	Demon's Tail	From Demon Dance: C		
Jab-Low Kick	P↓C	High Spin Kick	C+C		
Shadow Fang	↓P+C	Jumping Savate	↓C+C		
Shadow Storm Combo	↓P+C+C	Darkness Sword	~Combo Rocket Discharge		
Rising Back Spin Kick	↓+P+C+C	Low Spin Kick	↓C+C		
Back Spin Low Kick	↓+P+C+C	Tornado Spin	↓+C+C		
Inferno Savate	↓+P+C+C	Darkness Flame	From Tornado Spin: C, then P+C during hit		
Rolling Low Knuckle	↓P	Quick Back Spin Kick	P+C (during Defensive Move), ~Combo Rocket Discharge then P during hit		
Sit Jab	↓P	Quick Body	P (during Offensive Move)		
Body Blow	↓P	Quick Knee	C (during Offensive Move)		
Fake Roll	↓+P+C+C	<b>Moves from Rocket Discharge</b>			
Venus	From Fake Roll: P	Rocket Discharge	↓P+C+C		
Venus Diversion	From Fake Roll: C, then C during hit	Flying Cross Chop	From Rocket Discharge: P		
Shadow Spear	↓C	Drop Kick	From Rocket Discharge: C		
Shadow Lance	↓+C, then P during guard or hit	Low Drop Kick	From Rocket Discharge: ↓C		
~Combo Rocket Discharge	~Combo Rocket Discharge	Déjà Vu	From Rocket Discharge: P+C		
Face Smash	↓C+C+C	<b>Throws</b>			
Darkness Savate	↓+P+C+C, then P during hit	High-Speed Brain Buster	P+C		
~Combo Rocket Discharge	~Combo Rocket Discharge	Decapitation	↓P+C		
Head Smash Kick	↓P+C	Whirlwind	↓+P+C+C+C		
Face Hit	↓C+C+C	Death Scythe Slash	P+C (during Whirlwind)		
Quick Savate	↓C+C+C	Just Face Lock	↓+C during guard or hit		
Death Scythe Slash	↓C, then P during guard or hit	Screw Drag	↓P+C		
~Combo Rocket Discharge	~Combo Rocket Discharge	Hole Drag	↓+P+C+C		
Middle Kick	↓C	Swing DDT	↓+P+C+C+C		
Fade Roll Kick	↓+C+C	44	↓+P+C+C		
~Combo Rocket Discharge	~Combo Rocket Discharge	Astro Scissors	↓P+C		
Drop Kick	↓C	Head Scissors	↓+P+C		
Volcano Knee	C (while rising from a crouch)	Hammer Through	↓P+C		
Combo Elbow Upper	P+C+C+C	Hammer Through	↓+P+C		
Quick Combo	↓P+C+C+C	~Combo Rocket Discharge	↓P+C+C		
Shadow Hammer	↓+P+C+C	High-Speed	↓P+C		
Hammer Smash	↓+P+C+C	Hurácan Rana	↓P+C		
Shutdown Knee	↓P+C+C+C	Handsome Scratch Rush	↓P+C+C, then P+C+C during hit		
Handsome Scratch Rush	↓P+C+C, then P+C+C during hit	Rolling Clutch	(opponent crouching) ↓P+C+C		
~Combo Rocket Discharge	~Combo Rocket Discharge	Fantasma	(opponent crouching) ↓P+C+C		
Volcano Upper	↓P+C+C	Spread Wing	(opponent crouching) ↓+P+C+C		
Darkness Hammer	↓P+C+C	Tread Smash	(opponent down) ↓C		
Jumping Hammer Knuckle	↓P+C+C	450 Splash	(opponent down) ↓P		
Rolling Body Press	↓P+C+C	<b>Down Attacks</b>			

### Akira Yuki | Country: Japan | Fighting Style: Hakkyoku-Ken

Akira left the Fourth World Fighting Tournament in the semifinals, defeated by Kage-Maru. With only disappointment to show for his efforts in the third and fourth tournaments, Akira began to doubt himself. But one day, as he continued his training deep in the mountains, Akira's gaze dropped to a creek nearby. A single leaf rode the current, and spun around a boulder in the middle of the stream, avoiding it neatly.

"The leaf spins because it rides the stream, not trying to resist the flow..."

With a new epiphany fresh in his mind, Akira resumed his training. And now, as his training nears its close, an invitation for the fifth tournament arrives.

"Now, I should be able to hold my own—and more—against him."



MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>		<b>Normal Moves</b>	
Hachimon Kaida	$\text{P}\text{P}$	(during stagger) Mouko Kouhazan	$\text{D}\text{D}\text{P}$ (during stagger)
Kansuitai	$\text{P}\text{P}$	(during stagger) Byakko Shoushou	$\text{D}\text{D}\text{P}$ (during stagger)
Shoushu-Tanheitou -Anshou Chouchu	$\text{D}\text{P}\text{P}\text{P}$	(during stagger) Utanakyaku	$\text{D}\text{D}\text{P}$ (during stagger)
Rimon Chouchu	$\text{D}\text{P}\text{P}$	Geimon Tessan	$\text{D}\text{P}\text{P}+\text{G}$
Yakuho Chouchu	$\text{D}\text{P}\text{P}$	Hougekishu	$\text{D}\text{P}\text{P}+\text{G}$
Jouho Senshou	$\text{D}\text{P}\text{P}$	~Gaimon Chouchu	$\text{D}\text{P}\text{P}+\text{G}$
Fukko-Shichiseiho	$\text{D}\text{P}\text{P}$ (or $\text{D}$ )	Tenzankou	$\text{P}+\text{G}$ (during Defensive Move)
Fukko-Shichiseiho -Chouchu-Ouda	$\text{P}\text{P}$ during Fukko-Shichiseiho	Toushou	$\text{P}$ (during Offensive Move)
Housui	$\text{D}\text{P}$	Juji Touai	$\text{G}$ (during Offensive Move)
<b>Throws</b>			
Mouko Kouhazan -Kakuda Chouchu	$\text{D}\text{P}\text{P}$ , then $\text{P}$ during guard or hit	Toushin Soutai	$\text{P}+\text{G}$
Byakko Shoushou	$\text{D}\text{P}\text{P}$	Kaikyusei	$\text{D}\text{P}\text{P}$
Koboku	$\text{D}\text{P}\text{P}$	Kaikyu Tenshin Touda	$\text{D}\text{P}\text{P}+\text{G}$ (or $\text{D}$ )
Youhou	$\text{D}\text{P}\text{P}$	Daiden Housui	$\text{D}\text{P}\text{P}+\text{G}$
Kenhou	$\text{D}\text{P}\text{P}$	Shin'ha	$\text{D}\text{P}\text{P}+\text{G}$
Renkental	$\text{D}\text{P}\text{P}$	Junshin Honko	$\text{D}\text{P}\text{P}+\text{G}$
Sokutai	$\text{D}\text{P}$	Junshin Honko-Shin'ha	$\text{P}+\text{G}$ (during Junshin Honko)
Youho Shousui	$\text{P}+\text{G}$	Junshin Honko-Chinbo	$\text{D}$ (or $\text{D}$ ) (during Junshin Honko)
Renkan Toushou	$\text{P}+\text{G}$	Chinbo-Kouzaneki	$\text{P}+\text{G}$ (during Chinbo)
Suisou	$\text{P}+\text{G}\text{P}+\text{G}$	Junho Honko (stagger)	$\text{D}\text{P}\text{P}+\text{G}$
Senzankou-Shichiseiho	$\text{D}\text{P}\text{P}+\text{G}$ (or $\text{D}$ )	Shishi Hougetsu	$\text{D}\text{P}\text{P}$
Hazan Ryoutenchi	$\text{D}\text{P}\text{P}+\text{G}$	Youshi Senrin	$\text{D}\text{P}\text{P}+\text{G}$
Chouzan Housui	$\text{D}\text{P}\text{P}+\text{G}$ (can be charged)	Shinporiko	$\text{D}\text{P}\text{P}$
Tetsuzankou	$\text{D}\text{P}\text{P}+\text{G}$	<b>Reversals</b>	
Maho Shoukou	$\text{D}\text{P}\text{P}$	Youhou	$\text{D}\text{P}\text{P}$ (vs. right high punch)
Gaimon Chouchu (deflect)	$\text{D}\text{P}\text{P}+\text{G}$	Gaimon Chouchu	$\text{D}\text{P}\text{P}$ (vs. left high punch)
Souka Housui	$\text{D}\text{P}\text{P}$	Tan'yokuchou	$\text{D}\text{P}\text{P}$ (vs. high kick)
Hekisui	$\text{D}\text{P}\text{P}$	Youhou	$\text{D}\text{P}\text{P}$ (vs. right mid punch)
Youshi Saiken	$\text{D}\text{P}\text{P}$ (can be charged)	Gaimon Chouchu	$\text{D}\text{P}\text{P}$ (vs. left mid punch)
Teishitsu Dantai	$\text{D}\text{P}$ (release $\text{G}$ after 1 frame)	Tan'yokuchou	$\text{D}\text{P}\text{P}$ (vs. mid kick)
Ryoushusho-Maho Chouchu-Tetsuzankou (Shura Ho Ou Koukazan)	$\text{D}\text{P}\text{P}+\text{G}$	Gaimon Chouchu	$\text{D}\text{P}\text{P}$ (vs. elbow)
Fujinkyaku-Jouho Choushutsu -Fukko (Fujin Shoushutsu Fu-dogee)	$\text{D}\text{P}\text{P}+\text{G}$	Jouho Shoukou	$\text{D}\text{P}\text{P}$ (vs. right side kick)
Houken-Youshi Senrin-Soushou (Hougeki Unshin Soukashou)	$\text{P}+\text{G}$	Haijin Richu	$\text{D}\text{P}\text{P}$ (vs. left side kick)
Gekihon Honko (stagger)	$\text{D}\text{P}\text{P}+\text{G}$	Senpu Shoushou	$\text{D}\text{P}\text{P}$ (vs. knee)
Kaiko (stagger)	$\text{D}\text{P}\text{P}+\text{G}$	Shoutenkou	$\text{D}\text{P}\text{P}$ (vs. somersault)

MOVES	COMMAND
Soukahou	(opponent down) $\text{D}\text{P}$
Gekihousui	(opponent down) $\text{D}\text{P}$

### Pai Chan | Country: China | Fighting Style: Ensei-Ken

Pai had entered the Fourth World Fighting Tournament out of concern for her sick father, Lau. But before she could see him, she was defeated and had to leave the tournament.

Pai searched for her father afterward, and found him just in time to save the weakened Lau from Lei-Fei's killing blow. Hit with the realization that Lau did not have long to live, Pai realized that she could do nothing for her father—she had to respect his desire to pursue ultimate strength for as long as he lived.

So when Pai learned that Lau was participating in the fifth tournament, she decided to enter as well, telling herself that the only way she can show her love for her father is to be strong, both emotionally and in combat.



MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>		<b>Normal Moves</b>	
Renkan Tenshinkyaku	$\text{P}\text{P}\text{P}\text{K}$	Sokushin Senpuga	$\text{P}+\text{G}$ (during Defensive Move)
Renkan Haitenkyaku	$\text{P}\text{P}\text{P}\text{G}$ (or $\text{D}$ ) $\text{G}$	Sokushin Toushou	$\text{P}$ (during Offensive Move)
Renkan Tenshin Soukyaku	$\text{P}\text{P}\text{P}\text{G}$	Soushun Danshitsu	$\text{G}$ (during Offensive Move)
<b>Moves from Bokutai</b>			
Bokutai-Chuker	From Bokutai: $\text{P}$	Bokutai-Raigekishou	From Bokutai: $\text{P}\text{P}$
Bokutai-Kousou	From Bokutai: $\text{G}$	Bokutai-Kinbei	From Bokutai: $\text{P}+\text{K}$
Gyokujo Kensho	$\text{D}\text{P}\text{K}$	Bokutai-Zensou Taitoukyaku	From Bokutai: $\text{G}+\text{G}$
Hi'en Dantai	$\text{D}\text{P}\text{P}$	<b>Throws</b>	
Ensei Soushou	$\text{D}\text{P}\text{P}$	Toushin Housoukyaku	$\text{P}+\text{G}$
Ensei Soushouheki	$\text{D}\text{P}$	Raishin Nyurin	$\text{D}\text{P}+\text{G}$
Souchukien	$\text{D}\text{P}$	Toushin Inshou	$\text{D}\text{P}\text{D}+\text{G}$
Ensei Kosuwa	$\text{D}\text{P}$	Ensei Monka	$\text{D}\text{P}\text{D}+\text{G}$
Ensei Raigekiken	$\text{D}\text{P}$	Kuretsu Tenhou	$\text{D}\text{P}\text{D}+\text{G}$
Souka Renshishou	$\text{D}\text{P}\text{P}\text{G}$	Shun'en Ryoku	$\text{D}\text{P}+\text{G}$
Souka Senpukyaku	$\text{D}\text{P}\text{K}$ (can be charged)	Honshin Haisetsukou	$\text{D}\text{P}\text{D}+\text{G}$
Rikensui	$\text{D}\text{P}$	Senpu Enka	$\text{D}\text{D}\text{D}\text{D}\text{P}+\text{G}$
Koushu Kasui	$\text{D}\text{P}\text{K}$ (can be charged)	Ensei Houshin Katai	$\text{D}\text{P}\text{D}+\text{G}$
Senpukyaku	$\text{D}\text{P}\text{K}$ (can be charged)	Sei'en Katou	$\text{D}\text{P}\text{D}+\text{G}$
Ko'en Senkyaku	$\text{D}\text{P}$	Hi'en Honko	$\text{D}\text{P}+\text{G}$
Koudantai	$\text{D}$ (while rising from a crouch)	Junsui Suishti	$\text{D}\text{P}\text{D}+\text{G}$
Shi'en Kousen	$\text{D}\text{P}\text{K}$	Hi'en Tenshin Shoukyaku	(opponent crouching) $\text{D}\text{P}+\text{G}+\text{G}$
Renkan Tanheki	$\text{D}\text{P}\text{P}$	Enfu Rinshou	(opponent crouching) $\text{D}\text{P}+\text{G}+\text{G}$
Ensei Haikyaku-Bokutai	$\text{D}\text{P}\text{P}$	Ensei Shoutai	(opponent crouching) $\text{D}\text{P}+\text{G}+\text{G}$
Touku Kouhaikyaku	$\text{D}\text{P}\text{P}$	<b>Reversals</b>	
Ensei Hajinikyaku	$\text{D}\text{P}\text{G}$	Senkyaku Chushou	$\text{D}\text{P}$
Renka Sentai	$\text{D}$ (or $\text{D}$ ) $\text{G}\text{G}$	Hi'en Rekkaku	$\text{D}\text{P}$
Senkyaku Chushou	$\text{D}\text{P}$	Ensei Katanheki	$\text{P}+\text{G}$
Hi'en Hairyu	$\text{D}\text{P}$	Chouho Soukashou	$\text{D}\text{P}\text{P}+\text{G}$
Ensei Rekkaku	$\text{D}\text{P}$	Kasuishou	$\text{D}\text{P}\text{P}+\text{G}$ (can be charged)
Ensei Katanheki	$\text{P}+\text{G}$	Ensei Senpukyaku	$\text{G}$
Chouho Soukashou	$\text{D}\text{P}\text{P}$	Enbu Renkyaku	$\text{D}\text{P}+\text{G}$
Kasuishou	$\text{D}\text{P}\text{P}+\text{G}$	Ensei Touku Haikyaku	$\text{D}\text{P}+\text{G}$
Ensei Senpukyaku	$\text{G}$	Kochoukyaku	$\text{D}\text{P}+\text{G}$
Enbu Renkyaku	$\text{D}\text{P}+\text{G}$	Zensoutai	$\text{D}\text{P}+\text{G}$
Ensei Touku Haikyaku	$\text{D}\text{P}+\text{G}$	Honshin Soukyaku	$\text{D}\text{P}+\text{G}$
Kochoukyaku	$\text{D}\text{P}+\text{G}$	<b>Down Attacks</b>	
Zensoutai	$\text{D}\text{P}+\text{G}$	Rai'en Shouda	(opponent down) $\text{D}\text{P}$
Gekihon Honko	$\text{D}\text{P}+\text{G}+\text{G}$	Enshu Raigeki	(opponent down) $\text{D}\text{P}$
Kaiko (stagger)	$\text{D}\text{P}+\text{G}+\text{G}$	Hi'en Youshu	(opponent down) $\text{D}\text{P}+\text{G}$

### Lau Chan Country: China Fighting Style: Koen-Ken

Lau was unable to win the Fourth World Fighting Tournament, but he found a worthy successor to his Koen-ken style—Lei-Fei. Lei-Fei thirsted for strength, and was obedient to his new master. As they trained, however, Lei-Fei suddenly turned on him, and the weakened Lau survived only because of Pai's sudden appearance. Lau realized that the bond between father and daughter was there, in spite of everything. But with death fast approaching, there was nothing that he could do for his daughter. True to the way he had lived his life, he disappeared. One day, an invitation to the fifth tournament arrived at what he had thought was a secret hideaway. He is now ready to face the last fight of his life.



MOVES	COMMAND	MOVES	COMMAND				
<b>Normal Moves</b>							
Renkan Tenshinkyaku	↑↓↑↑	Souko Sensou	△□○+□				
Renkan Haitenkyaku	↑↓↑↑ (or □) ○	Kosou Renshou-Kokei	△↑+□○+○+○+○				
Renkan Tenshin Soukyaku	↑↓↑↑○	Ko'en Tenshin Utanchu	△□+○+○+○				
Souken Senputai	↑↓↑	Renkanku Ransensou (defect)	△□+○				
Tenshin Soukoshou	↑↓↑↑	Ko'en Souken	△□+○				
Renkentai-Kokei	↑↓↑↑+○+○	Souko Reppa	△□+○				
Ha'ou Soushou-Kokei	△↑+○+○+○+○	Honshin Hekiken	△□+○				
Kosouken	△○	Senpuga-Kokei	○+○				
Kosoushou	△○○	Koryu Tenshinkyaku	△○+○				
Souchukeri	△○	Enjin Senpukyaku	△○+○				
Fukko Sougeki	△○○○	Chisoutai	△○+○				
Shajou Chusui-Kokei	△○○○+○+○	Kukokyaku	△○+○				
Renkan Soushou	△○○○	Geimen Tansou (stagger)	△○+○+○				
Renkan Ko'enshou	△○○○+○	Kousokuhi Ko'enshou	○+○ (during Offensive Move)				
Renshou Tenshinkyaku	△○○○○	Kokuko Toushin	○ (during Offensive Move)				
Renshou Haitenkyaku	△○○○○ (or □) ○	Kokuko Choushitsu	○ (during Offensive Move)				
Renshou Tenshin Soukyaku	△○○○○	<b>Moves from Kokei</b>					
Renshou Renpatal	△○○○○	Senshin Shajou Sougeki	From Kokei: □○○+○				
Junho Renshou-Kokei	△○○○○+○+○	Kou'ou Sakou	From Kokei: □○, then □+○ during hit				
Hi'en Nyusou	△○○○	Gako Kin'yuu	From Kokei: □○○○				
Jirrai Kokou	△○○○○	Touku Renkanshou	From Kokei: □○				
Renshu Senpu	△○○○	Kokyaku Haiten	From Kokei: ○				
Renken Sokushu	△○○○	Koeki-Enshishou	From Kokei: ○+○				
Sokushutai	○ (while rising from a crouch)	Kosou Gekishou	From Kokei: □○+○				
Ko'en Tenshinkyaku	○○	<b>Throws</b>					
Ko'en Senshi	○○○	Kensha Touraku	○+○				
Ko'en Kasou Renshou	○○○	Gako Shitsuda	△○+○				
Tenshin Risenkyaku	○ (or □) ○○	Gako Bokushou	△○+○○ (or □)				
Senkyaku Chushou-Kokei	△○○○+○+○	Tenshin Ha'inshou	△○○+○				
Senkyaku Renkan Koshou	△○○○	Houshi Soukosoushou	△○○+○				
Rakuchi Kobikyaku	○○○	Ryusha Senten	△○+○				
Touku Kosenkyaku	○○○	Ryushu Katou	△○○+○				
Kokyaku Haiten	○○	Raishin Nyurin	△○+○				
Enshishou	○+○ (can be charged)	Ko'en Renbu	△○○+○				
Tenshin Senchugeki	○+○○	Daichi Toushu	△○○+○				
<b>Down Attacks</b>				<b>Down Attacks</b>			
Toushugeki	○+○	Toushugeki (opponent down)	△○				
Kosou Raishu	○+○	Kosou Raishu (opponent down)	△○				

### Wolf Hawkfield Country: Canada Fighting Style: Pro-Wrestling

When Dural appeared during the Fourth World Fighting Tournament, Wolf was on hand to watch the final match. He saw a small mark on Dural's body that was very similar to a symbol he had seen in his nightmares—a recurring dream of the apocalypse. Almost as if to confirm the connection, his nightmares ended.

Wolf returned to his life as a professional wrestler, and received a challenge from El Blaze, and an invitation to the Fifth World Fighting Tournament. Wolf hid a smile, knowing that he'd have something else to look forward to besides fighting Akira.



MOVES	COMMAND	MOVES	COMMAND		
<b>Normal Moves</b>					
One Two Upper	○○○	Body Blow	○ (during Offensive Move)		
Combo Elbow Butt	○○○○○	Dynamic Kick	○ (during Offensive Move)		
Hammer Kick	○○	<b>Throws</b>			
Dragonfish Blow	○○○	Face Crush Chop	○+○		
Rolling Back Elbow	○○○+○	Catch	○○+○		
Screw Lariat	○○○○○○○	Quebradora Slam	From Catch: ○+○		
Elbow Butt	○○	Schwein	From Catch: ○○+○		
Shoulder Attack	○○○ (can be charged)	Spiral Bomb	From Catch: ○○+○		
Emerald Flowsion	○○○, then ○○○○○○○○+○ during hit	Change	From Catch: ○○+○		
Emerald Flowsion Variant	○○○, then max input speed	One and Only	From Change: ○+○		
Low Hammer	○○	Calf Branding	From Change: ○○+○		
Vertical Smash	○○○	Dangerous Backdrop	From Change: ○○+○		
Reverse Sledgehammer	○○○○	Giant Swing	(max input speed) ○○○○○○○○+○		
Arrow Knuckle	○○	<b>Reversals</b>			
Comet Hook	○○	Turbo Drop Third	○○○○○○○+○		
Elbow Rush 3	○○○○○	Low Sway Tackle	○○○+○		
European Elbow	○○○, then ○○+○ during counter hit	F5	○○○○ or ○○○○○○+○		
Double High Kick	○○	Snap Meyer	○○+○		
Knee Lift	○○	Soccerball Kick	From Snap Meyer: ○○○		
Savate	○○	Smash Down Bottom	○○○+○		
Face Lift Kick	○○	Jackhammer	○○○+○		
Drop Kick	○○	Swing Through	○○+○		
Level Back Crash	○+○ (can be charged)	Frankenstein	○○+○		
Dragon Chop	○○○○○	Side Suplex	(opponent crouching) ○○+○+○		
Quick Shoulder	○○○+○	Vertical Tiger Driver	(opponent crouching) ○○+○+○		
Half Nelson Suplex	○○○○○○○+○, then ○+○ during hit	Double Arm Suplex	(opponent crouching) ○○+○+○		
Short Shoulder	○○○+○	<b>Down Attacks</b>			
Burning Hammer	○○○○○○○+○, then ○+○ during hit	Captured	○○+○ (vs. high kick)		
Grizzly Lariat	○○○+○	Dragon Screw	○○+○ (vs. side kick)		
Regret Discharge	○○○+○	Low Punch Cut	○○+○ success, then ○+○		
Pounding Elbow	○○+○	~Shining Wizard	○○+○ success, then ○+○		
Death Scythe	○+○	<b>Up Attacks</b>			
Toe Kick Side	○○+○○	Elbow Drop	(opponent down) ○○		
Toe Kick Stunner	○○+○, then ○+○ during hit	Elbow	(opponent down) ○○		
Kenka Kick	○○+○	Double Claw	(opponent lying face up) ○○+○		
Sidestep Catch	○+○ (during Defensive Move)	Ankle Lock	(opponent lying face up, feet towards you) ○○+○		

**Jeffry McWild** Country: Australia Fighting Style: Pancratium

Jeffry had entered the Fourth World Fighting Tournament to raise funds to buy a fishing research vessel with high-end radar, but when he returned home, he heard from the local fishermen that the Devil Shark had been captured by J6. His rival, captured? Jeffry couldn't believe his ears. "I'm the only one who can defeat the Devil Shark! No one else can touch him! No one!" Driven by obsession, Jeffry tried to find out everything he could about J6, but even after spending all of his prize money from the tournament, all he learned was that J6 was the organization behind the tournament itself. Unsure of what to do next, Jeffry's next move is decided for him when he receives an invitation to the fifth tournament.



MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>		<b>Destruction Wave</b>	
Double Knuckle~Upper	P P P	Ducking Low	↓ ↓ + G
Straight Knuckle		Heel Scythe Kick	△ □ + G
-Body Blow~Threat Stance	P > □ □ + G + G	Turn Straight	P + G (during Defensive Move)
Head Cut Smash	P > □ □	Body Hook	P (during Offensive Move)
Combo Pile Bunker	P G G	Quick Knee	G (during Offensive Move)
Elbow Hammer	△ □ P □		
Dash Elbow Upper	△ □ □ P		
Violence Face Stamp	△ □ □ G	<b>Threat Stance</b>	P + G + G
Double Impact	△ □ P	<b>Heavy Knee Strike</b>	From Threat Stance: P, then □ □ + G during guard
Kenka Hook	△ □ G	<b>Counter Side Kick</b>	From Threat Stance: □
Tornado Punch	△ □ □ P (can be charged)	<b>Spear Straight</b>	From Threat Stance: P + G
Rising Hammer	△ □ □ P	<b>Rising Rush</b>	From Threat Stance: P + G
Low Knuckle	△ P		
Vertical Upper	△ □ □ P	<b>Throws</b>	
Double Upper	△ □ P	Knee Smash	P + G
Full Swing Upper	△ □ □ P	Power Slam	△ P + G
Killing Knee Hammer	△ □ P	Head Butt	△ □ P + G
Killing Knee	△ □ G	Head Crush	From Head Butt: □ □ + G
Splash Mountain	△ □, then □ □ □ P + G	Double Head Butt	From Head Butt: □ □ + G
Knee Attack	△ P	Triple Head Butt	From Double Head Butt: □ □ + G
Kenka Kick	△ □ G	Head Crush	From Double Head Butt: □ □ + G
Knee Push Bottle Cut	△ □ P	Front Backbreaker	△ □ □ □ P + G
Toe Kick Hammer	△ □ P	Machine Gun Hammer	△ □ P + G
Toe Kick Splash Mountain	△ □, then □ □ □ P + G	Body Lift	△ P + G (change throw direction with □ or ▲ )
Side Kick	△ □	Go To Sleep	△ □ □ □ □ P + G
Double Stab	P + G P	Spine Buster	△ □ P + G
Buzzsaw Kick	P + G P, then □ □ + G during counter hit	Sharkbite Tackle	△ □ P + G
Middle Hell Stab	△ P + G	Splash Mountain	△ □ P + G
Choke Slam	△ □ □ + G, then P + G during hit	Back Throw	△ P + G
Hell Dunk Hammer	△ □ □ + G	Iron Claw	(opponent crouching) □ □ + G + G
Heavy Back Knuckle	△ □ □ P + G + G	Machine Gun Knee Lift	(opponent crouching) □ □ □ + G + G
-Threat Stance		Power Bomb	(opponent crouching) □ □ + G + G
Stomach Destroyer	△ □ + G G	Air Catch Bomb	(opponent falling, face up with feet in the air) □ P + G
Head Attack	△ □ P + G		
Full Swing	△ □ □ P + G	<b>Down Attacks</b>	
Double Hammer	△ □ □ P + G	Stomping	(opponent down) ▲ □
Megaton Krinkle	△ □ □ P + G	Body Press	(opponent down) ▲ P
Hell Dunk Knee	△ □ + G G	Raiden Drop	(opponent down) ▲ □ + G
Tidal Wave Combo 4	△ □ + G P P P	Devil Reverse Claw	(opponent lying face up) □ P + G
		Neck Hanging Bomb	(opponent lying face up) □ P + G

**Kage-Maru** Country: Japan Fighting Style: Hagakure-ryu Ju-Jutsu

Kage-Maru had entered the fourth tournament to save the soul of his mother, Tsukikage, who had been transformed into Dural by J6. He made it to the final round, but the finals were interrupted by the sudden intrusion of Dural.

Kage-Maru tried to reach whatever was left of Tsukikage, but realized that it was too late. He destroyed Tsukikage and Dural with his own hands. Afterwards, however, he realized that the destroyed Dural he held in his arms was not Tsukikage, but one of the production-model Durals. After further investigation, Kage-Maru found that J6 had continued the Dural Project with a new model with Vanessa's abilities. Kage-Maru decides to enter the fifth tournament to stop J6, and to save Tsukikage.



MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>		<b>Moves from Hagakure-ryu You Junmonji Kamae</b>	
Sandan Urageri	P P P K	Hagakure-ryu	P + G + G
Sandan Fujinkyaku	P P P □ (or △) G	You Junmonji Kamae	
Sandan Rasen Urageri	P P □ P K	Hagakure-ryu In Kama'itachi	From Hagakure-ryu You Junmonji Kamae: P □ + G + G
Reku Renkyaku	P P K K	Rasen Urageri	
Hagasane	P P	Jizuridan	
Hiji uchi	△ P	Hagakure-ryu In Yougeki	
Rasen	△ P	Shipupuzan	
Rasen Urageri	△ P P	Sokudangasane	
Jizuridan	△ P	Fushin Hizageri	
Hagakure-ryu In Yougeki	△ □ P	Doukudaki	
Shipupuzan	△ P P	Ryu'eikyaku	
Sokudangasane	△ P P	Tenshin Agokudaki	
Fushin Hizageri	△ □ P	Ura Tsumujigeri	
Doukudaki	△ P	Kuruwageri	
Ryu'eikyaku	△ □ P	Rasen Kouryujin	
Tenshin Agokudaki	△ □ □ □	Jibashiri	
Ura Tsumujigeri	△ □ P	Senpuigeri	
Kuruwageri	△ □ P	Tobimaegei	
Rasen Kouryujin	△ □ P P	Bosatsushou (stagger)	
Jibashiri	△ P	Hagakure-ryu In Fujingeki	
Senpuigeri	△ P	Rakusenjin Gaeshi	
Tobimaegei	△ (or □) G	Kasumi Yalba	
Bosatsushou (stagger)	P + G	Hagakure-ryu In Shouyuzan	
Hagakure-ryu In Fujingeki	△ □ P + G P	In Suzaku Hishoukyaku	From Hagakure-ryu In Shippuin: □ □
Rakusenjin Gaeshi	△ P + G P	Naraku Otoshi	From Hagakure-ryu In Shippuin: □ □ P + G
Kasumi Yalba	△ □ P + G	Fujin Urasuisha	From Hagakure-ryu In Shippuin: □ □ + G
Hagakure-ryu	△ □ □ P + G P, then G during hit	Sounhajin	From Hagakure-ryu In Shippuin: □ □ + G
In Suzaku Hishoukyaku	△ □ □ P + G P, then G during hit	Rasengeri	From Hagakure-ryu In Shippuin: □ + G
Naraku Otoshi	△ □ □ P + G G	Fusen Renkyaku	From Hagakure-ryu In Shippuin: □ + G
Fujin Urasuisha	△ □ + G G	Hagaryu	From Hagakure-ryu In Shippuin: □ + G
Sounhajin	△ □ + G	Gen'you Otoshi	From Hagakure-ryu In Shippuin: □ + G, then □ □ + G during guard or hit
Rasengeri	△ + G	Rybisen	From Hagakure-ryu In Shippuin: □ □ + G
Fusen Renkyaku	△ + G	Tsumujigeri	From Hagakure-ryu In Shippuin: □ □ + G
Hagaryu	△ □ + G	Suishageri	From Hagakure-ryu In Shippuin: □ + G
Gen'you Otoshi	△ □ + G, then □ □ + G during guard or hit	Engetsugeri	From Hagakure-ryu In Shippuin: □ + G
Rybisen	△ □ □ + G	Rainyu Hishoukyaku	From Hagakure-ryu In Shippuin: □ □ + G
Tsumujigeri	△ □ + G	Hagakure Senjin	From Hagakure-ryu In Shippuin: □ + G (during Defensive Move)
Suishageri	△ □ + G	Ryuusuzan	From Hagakure-ryu In Shippuin: □ (during Offensive Move)
Engetsugeri	△ □ + G	Rusuij Urageri	From Hagakure-ryu In Shippuin: □ (during Offensive Move)
Rainyu Hishoukyaku	△ □ P + G + G		
Hagakure Senjin	P + G (during Defensive Move)		
Ryuusuzan	P (during Offensive Move)		
Rusuij Urageri	G (during Offensive Move)		
<b>Throws</b>		<b>Reversals</b>	
Taitou	P + G	Jungaku Jizai	△ □ + G
Jungaku Jizai	△ □ + G	Kagegasumi	△ □ □ + G
Kagegasumi	△ □ □ + G	Tomoenage	△ □ + G
Tomoenage	△ □ + G	Ko'enraku	△ □ □ + G
Ko'enraku	△ □ □ + G	Izuna Otoshi	△ □ □ + G □ □ P + G
Izuna Otoshi	△ □ □ + G □ □ P + G	Fugasumi	△ □ □ + G
Fugasumi	△ □ □ + G	Katanagasumi	△ □ + G
Katanagasumi	△ □ + G	Fushin Randangeki	△ □ + G
Fushin Randangeki	△ □ + G		
<b>Reversals</b>		<b>Down Attacks</b>	
Kotegaeshi	△ □ + G (vs. high punch)	Kotegaeshi	△ □ + G (vs. mid punch)
Kotegaeshi	△ □ + G (vs. mid punch)		
<b>Down Attacks</b>		<b>Down Attacks</b>	
Kakato Otoshi	(opponent down) ▲ □	Kakato Otoshi	(opponent down) ▲ □
Hi'endan	(opponent down, close range) ▲ □	Hi'endan	(opponent down, close range) ▲ □

### Sarah Bryant Country: U.S.A. Fighting Style: Martial Arts

Sarah had entered the Fourth World Fighting Tournament in the hopes that surpassing her brother would allow her to put her past behind her. But while she was able to push Jacky to the edge, she was unable to defeat him. In addition, Sarah was faced with the sudden disappearance of Vanessa, who had been protecting her.

Then one day, Sarah heard that Jacky had resumed his training in order to destroy J6 itself. Sarah decided that if she could destroy J6 first, she could both surpass her brother and prevent anyone else from becoming a victim of the evil organization.

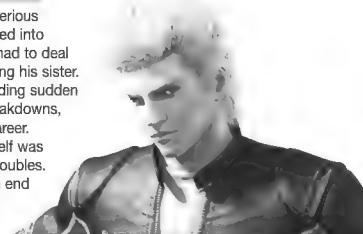
But Sarah knew too little of the power of J6. Her efforts to infiltrate J6 play neatly into their hands, and danger threatens her once again...



MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>		<b>Moves from Flamingo</b>	
Combo Rising Knee	↑↓↑↑	Sword Rush Combo	△+K+○+K
Combo Somersault Kick	↑↓↑↑△ (or △) K	Sidestep Kick	P+K (during Defensive Move)
Combo Scarecrow	↑↓↑↑K	Sidestep Slash	P (during Offensive Move)
Combo Reverse High Kick	↑↓↑↑	Sidestep Knee	K (during Offensive Move)
Serpent Tail	↑↓↑↑K	Cut-in Punch	From Flamingo: □
Punch High Kick	PK	Cut-in Chop	From Flamingo: ▲□
Elbow Side Chop	△↑↑	Side Kick Combination	From Flamingo: □△
Double Joint Butt	△↑↑K	Valkyrie Lancer	From Flamingo: ▲△
Elbow Hook Kick	△P△K	Hand Hold Neck Cut	From Flamingo:
Serpent Frenzy	△P△K, then □ during hit or guard	Hand Hold Neck Cut	△K, then □+G during hit
Tail Sweep	△P△K+G	Somersault Kick	From Flamingo: □ (or △) K
Serpent Claw	△P△K△	Back Knuckle Side Kick	From Flamingo: □P+K
Squat Straight	△P	Edge Kick Combo Triple	From Flamingo:
Setup Combination	△P△K	Low Spin Kick	△P+G
High Kick Straight	KK	Leg Hook Throw	From Flamingo: P+G
Double Thrust Kick	KK	Gatling Kick Beat	From Flamingo:
Knee Kick	△K	Gatling Kick Beat	△△△P (or □△△P) P+G
Switch Kick	△K	<b>Moves from Step</b>	
Sharp sword	△△△K	Step	From Flamingo: P+K+G
Jackknife Middle Kick	△K△K	Toe Kick Combination	From Step: □△△
Mirage Kick	△△K	Step	From Step: □△△
Dragon Smash Cannon	△△K	~Edge Kick Combo Triple	From Step: □△, then □△ during hit
Full Spin Heel Kick	△K	Step-Serpent Tail	From Step: □△+G
Somersault Kick	△K	<b>Throws</b>	
Hide Side Kick (deflect)	P+K	Valkyrie Rage	P+G
Storm Combination	△P+KPK	Requiem	△P+G
Blizzard Kick	△P+KPK	Requiem	△P+G
Double Rise Kick	△P+K	~Mirage Step Kick	△P+G△ (or □)
Serpent Smash Cannon	△P+K	Neckbreaker Drop	△△P+G
Crush Tornado	(while rising from a crouch) △+G (can be charged)	Leg Hold Throw	△△P+G
Shadow Slash	△G+GK	Sweet Pain	△△△P (or □△△P) P+G
Spear Kick Combo	△G+GK	Mermaid Phalanx	△P+G
Crescent Heel	△G+G	Front Suxplex	△△P+G
Leg Slicer	△G+G	Falling Angel Throw	△△P+G
Rising Knee Double	△G+GK	Rolling Face Crush	△P+G
Round Kick	△G+G	<b>Down Attacks</b>	
Low Spin Kick	△G+G	Soccerball Kick	(opponent down) △K
Valkyrie Sword	△G+GK	Jumping Knee Stamp	(opponent down) ▲P
Valkyrie Strike	△G+GPK		

### Jacky Bryant Country: U.S.A. Fighting Style: Jeet Kune Do

Jacky could barely contain his anger against J6, the mysterious organization that was after his sister, Sarah. He was goaded into entering the Fourth World Fighting Tournament, but then had to deal with the disappearance of Vanessa, who had been guarding his sister. Even in his races, the continuing series of incidents, including sudden pull-outs by his sponsors and improbable mechanical breakdowns, seemed to indicate someone tampering with his racing career. J6 was behind everything, and unless the organization itself was destroyed, there would be no end to Jacky and Sarah's troubles. With this new realization, Jacky was determined to put an end to J6. With almost perfect timing, the invitation to the fifth tournament arrives.



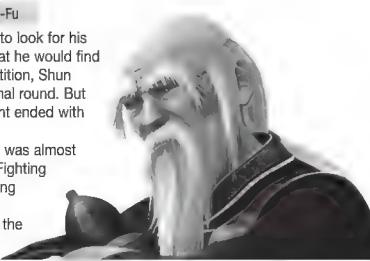
MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>		<b>Moves from Side Slide Shuffle</b>	
Flash Piston Punch	PPP	Lightning Kick 5	△P+G△G△G△G
Double Punch Slash Kick	PPK	Rage of Dragons	△G+K, then P+G during hit
Combo Smash Back Knuckle	P△P	Dragon Combination 2	△P+G△P△ (or □) P+G+G
~Side Slide Shuffle	P△P△P△P (or □) P+G+G	~Side Slide Shuffle	△P+G△P△ (or □) P+G+G
Combo Smash Back	P△P△P△K	Dragon Combination 3	△P+KPKP
Knuckle Spin		Spinning Kick Low Spin Kick	△+G△+G△+G
Combo Smash Back	P△P△P△K	Step-in Middle Kick	△P+G+G
Knuckle Low		Spin Heel Sword	△G+G
Rib Crush	P△P△P△P+K	Middle Spin Kick	△G△G+G
Combo Smash Sword	P△P△P△K	Spin Leg Slicer	△G+G+G
Jab Straight Back Knuckle	P△P△P△ (or □) P+G+G	Jumping Savate	△G+G+G
~Side Slide Shuffle	P△P△P△ (or □) P+G+G	Head Hook Kick	△G+G
Combo Back Knuckle Spin	P△P△PK	Switch Spin Kick	P+G+G
Jab Double Straight	P△P△P	Barrier Kick	P+G (during Defensive Move)
Punch High Kick	PK	Sidestep Body	P (during Offensive Move)
Middle Smash Sword	△P△K	Sidestep Hammer Kick	K (during Offensive Move)
Double Back Knuckle	△P△P	Elbow Back Knuckle	From Side Slide Shuffle: PPK
Spinning Arm Kick	△P△K	<b>Moves from Side Shuffle</b>	
Spinning Back Knuckle	△P△K	Slide Shuffle	△G+G△G+G
Low Slash		Flash Back Knuckle	From Side Shuffle: P
Spinning Slant Back Knuckle	△P△P△P	Step-in Sword	From Side Shuffle: □
Squat Straight	△P	Step-in Low Slash High	From Side Shuffle: □GK
Smash Upper	△P△P	Dragon Back Knuckle	From Side Shuffle: P+G
Lightning Back Knuckle	△P△P△P	Ducking-Heavy Body	From Side Shuffle: □△P
Smash Back Knuckle	△P△P△P+G (can be charged)	To Kick Somersault Kick	From Side Shuffle: □△G, then P+G during hit
Rage Kick	△P△K	Ducking-Fire Darts	From Side Shuffle: □△G+G
Flash Sword Kick	△P, then G just before hit	<b>Throws</b>	
Combo Knuckle Spin Kick	PKK	Face Smash Kick	P+G
Combo Knuckle Low	△P△K	One-inch Blow-Switch	△P+G△△ (or □)
Double Spinning Kick	KK	Back Blow Combo	
Knee Kick	△P	Dragon Fist	△G+G+G
Dash Hammer Kick	△P△K	Knee Strike	△G△G+G
Fake Elbow Back Knuckle	△K, then P+P just before hit	Dragon Snap	△G+G
Spin Kick Combination	△KPK	Sadistic Hanging Knee	△△P+G
High Angle Upper Kick	△GK	<b>Moves from Pak Sao</b>	
Somersault Kick	△K	Pak Sao	Lever neutral (vs. high/mid punch)
Double Dragon	△K	Pak Sao Knuckle	From Pak Sao: □
Beat & Back Knuckle	P+GK	<b>Down Attacks</b>	
Beat Spin Kick	P+GK	Soccerball Kick	(opponent down) △G
Chopping Left	△P+GK	Jumping Knee Stamp	(opponent down) ▲P
Bil Jee	△△P+G		

**Shun Di**   Country: China   Fighting Style: Drunken Kung-Fu

Shun had entered the Fourth World Fighting Tournament to look for his young student who had been abducted by J6. Hoping that he would find useful information by fighting his way through the competition, Shun fought with uncharacteristic energy, and made it to the final round. But he was unable to find any information, and the tournament ended with Dural's intrusion in the final round.

Shun returned to his quiet life of retirement, and when he was almost ready to give up, an invitation arrived for the Fifth World Fighting Tournament, and the sender's name was that of his missing student.

Shun enters the fifth tournament, determined to discover the truth behind his student's mysterious disappearance.



MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>		<b>MOVES</b>	
Gyou'inshu	F+K+B+C	Kasen Renchugeki	↓ (or ▲) F+K+B+C
Honshin Tanka	F+F+C	Kousou Kouhi Fusshu	↓ (or ▲) F+K+B+C
Renchou Chougeki-Soukokukyu	F+F+K, then ↓ just before hit	Shasoku Renkyaku	F+K (during Defensive Move)
Rengeki Koukashutai	(6 or more drinks) D+F+K+B+C	Sokou Kanshi	F (during Offensive Move)
Chougeki Rigoutai	F+K	Sokuchi Teishitsu	↑ (during Offensive Move)
Kasenko	↓ PPPPK	<b>Moves from Zabantetsu</b>	
Kasen Gyou'in		Zabantetsu	↓ F+K+B+C
-Soukokukyu Turn	(6 or more drinks) D+F+F+F+D	Chubi Rakusenkyaku	From Zabantetsu: ↓
Ousou Gyou'in		Saikeikyaku	From Zabantetsu: ↑ ↓
-Soukokukyu Turn	(6 or more drinks) D+F+F+D	<b>Moves from Tentouritsu</b>	
Suisen Gyou'in		Tentouritsu	↓ ↓ D+D+F+D
-Soukokukyu Turn	(4 or more drinks) D+F+F+D	Toushin Renkyaku	From Tentouritsu: ↓
Rengeki Gakushu	↓ D+B+P	Tenshi Suisukou-Oushin	From Tentouritsu: F+K+B+C
Rengeki Gyou'in-Soukokukyu Turn	(6 or more drinks) D↓F+F+F+D+↑	Soushoutai	From Tentouritsu: ↑ +G
Shinhou Sulkoushu	↓ D+F	<b>Moves from Oushin</b>	
Fukuchougeki	↑ F	Oushin	↓ D+D+D+F+K
Chouwan Saishu	(6 or more drinks) ↓ D+D+F+F	Gyoushi Tourai	From Oushin: K+F+C
Getsuga Saigeki	↓ D+F	Nehan Rengeki Katai	(10 or more drinks) From Oushin: F+F+K+C
Gyou'in Haisoku-Soukokukyu Turn	↓ D+D	<b>Moves from Choukarou</b>	
Gyou'in Renkan Tankyaku	(8 or more drinks) D+F+F+K+B+C+G	Ousou Sengeki	From Choukarou: F
-Tentouritsu		Sokutan Senshu	From Choukarou: K
Haisenchu Kaiakayaku	↓ (or ▲) F+K	<b>Moves from Soukokukyu</b>	
Renshu Kaiishi	K+F	Ha'ou Chouteki	From Soukokukyu: F+F+F
Renshu Haika Ryukyaku	(16 or more drinks) K+B+D+F+C	Kokukyu Zensou	From Soukokukyu: ↓ K
Sokutan Senshu	↓ G	Kaibou Hanbi	From Soukokukyu: F+G+P
Rental Kanshu	↓ K+F	Haishin Renkan Chougeki	(opponent behind) From Soukokukyu: F+K, then ↓ just before hit
Chubi Soutenkyaku	↓ D+K	Rouko Halbi	(opponent behind) From Soukokukyu: ↓ K
Getsuga Chougeki	↓ K+F	Kokukyu Ryou'in	(opponent behind) From Soukokukyu: F+K+F
Kouhi Tentai	↓ D+K	<b>Throws</b>	
Rybubikyaku	↑ K	Suiho Tenshinchu	F+G
Sokutankyaku	↑ G	Suiryu Bukazan'un	↓ D+F+G (or ▲)
Koushu Rental	↑ K	Rengeki Tenshin Ousoushu	(3 drinks or more) ↓ D+F+G
Suisen Renkyaku-Tentouritsu	F+K+B+D+K+G	Toushi Richu	↓ D+F+G
Tenshin Souchishou	↓ D+K	Gouhai Senbu	(10 drinks or more) ↓ D+D+D+D+D
Tenshin Getsuga Chougeki (deflect)	(10 or more drinks) D+F+K	Tenshin Souko	↓ D+F+G
Gekizikan Senchu	↓ P+F+K (can be charged)	Tenshin Soukeikyaku	(6 drinks or more) ↓ D+F+G
Ousoushu	K+G+P	<b>Down Attacks</b>	
Toukyaku	↓ K+G+G	Rasen Suichu	↓ D+P
Honshin Renshenkyaku-Choukarou	D+K+G (hold K+G)	Tenchi Rakukvaku	↓ D+P (opponent down)
Renkan Zensen Soutai	D+K+G (7 or more drinks) D+F+G+K	<b>Up Attacks</b>	
Senpu Soutai	↓ K+G+G	Rasen Suichu	↑ D+P
Suisen Honda	↓ P+F+K+D+F, then ↓ during guard or hit	Tenchi Rakukvaku	↑ D+P (opponent down)

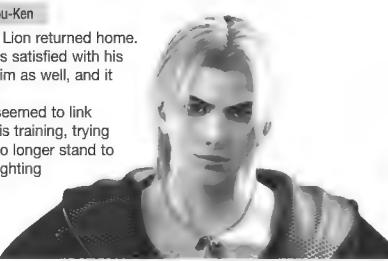
**Note:** Shun Di's fighting style, Drunken Kung-Fu, requires him to feign drunkenness, often making drinking movements. Some moves require Shun Di to have a certain number of drinks. Certain moves increase Shun Di's drink count, while others will reduce it.

**Lion Rafale**   Country: France   Fighting Style: Tourou-Ken

At the end of the Fourth World Fighting Tournament, Lion returned home. He had not been able to win the tournament, but was satisfied with his performance and fighting. His father congratulated him as well, and it seemed that his life would continue without incident.

But one day, Lion stumbled on the documents that seemed to link his father's company to J6. Lion threw himself into his training, trying to forget about his suspicions. Just when he could no longer stand to keep quiet, an invitation arrived for the Fifth World Fighting Tournament.

Somewhat bothered by the timing of the invitation's arrival, Lion decides to enter the tournament, in part to learn about his father's involvement with J6.



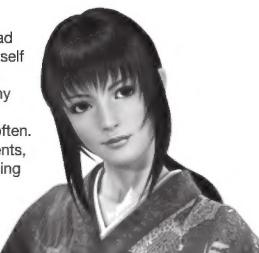
MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>		<b>MOVES</b>	
Renkan Senshou	PPP	Tenshin Ryou'inkiyaku	△+○+G
Rensui Hachihon ~Tourou Soufu	PP△PP+○+G	Senpu Haisoushu	△○+G+△+G
Rensui Mabanshu ~Honshin	PP△(or ▲) PP	Kousoutai	▽○+G
Rensui Soushu	PP△PP+G	Zensou Tenshinkyaku	△○+G
Rensuitai Shurmen	PPP	Mabanshu	○+G (during Defensive Move)
Rensuitai-Kanpo	PPPP+G+G	Shashin Konrychu	P (during Offensive Move)
Banchi Renkanshu	△PP	Shashin Sokusouteki	G (during Offensive Move)
Senshippo	△○P	<b>Moves from Kanpo</b>	
Ni In'yuu-Tourou Soufu	△PPPP+G+G	Tourou Shugan	From Kanpo: □P
Shingo Tourou Soushu	△○P	Kanpo Teishitsu	From Kanpo: G
Katousui	▽P	<b>Moves from Tourou Soufu</b>	
Shippo Shoushenshu	△○P	Tourou Soufu	△P+K+G
Rakugekishou	△PP	Taitou Bougetsu	From Tourou Soufu: P
Tougeki Rensui	△PP	Ousen Soufu	From Tourou Soufu: △P
Rensematai	○P	Tenshin Senputai	From Tourou Soufu: □K
Koushu Teishitsu-Kanpo	△○PP+G+G	Roushi Matsumen	From Tourou Soufu: P+G
Fujin Rentankyaku	△○P+G	Senputai	From Tourou Soufu: P+G
Shental Shumenshu	△PP	<b>Moves from Tourou Maifuku</b>	
Tanhykyaku	△○P	Tourou Maifuku	△P+G+G
Zensoutai	△○G	Tourou Sanrensov	From Tourou Maifuku: PPP
Katoutai	△K+G	Maifuku Toubi	From Tourou Maifuku: ▽K
Dantai	△P	Tourou Soutansou	From Tourou Maifuku: P+G
Senkyutai	△P	<b>Throws</b>	
Souji Senpu	P+G	Hatoushu Shutai	P+G
Tenshin Touho	△P+G+G	Saishu Houkou	△△P+G
Soushukyaku		Hiten Soukukyaku	△P+G
Tourou Youzan	△P+P+GP	Goda Renkanheki	△△○△P+G
Taizan Soukoushu	△P+G (can be charged)	Tozan Honshakyaku	▽△P+G
Kouho Hachihonsui ~Tourou Soufu	△△P+G+P+G+G	Shichisei Tenbunchu	△P+G
Rensansui Banchu	△△P+G+PP	Tenshin Soukoushu	△△○△P+G
Ryusei Mabanshu ~Honshin	△△P+G+G△ (or ▲) PP	Haika Senten	△P+G
Takumi Hoshinshou	△P+G+G	Youzan	△△P+G
Juchou Senshou	△P+G	Tourou Chouhi Soukoushu	△△P+G
Honsui	△P+G	Bokuho	△P+G
Zaban Shuhou	△P+G	Renkan Sakusui 3	From Bokuho: PPP
Shaho Shasoushu	△P+G	Rakushu Soushu	From Bokuho:
Shibou Senrentai	△+G+G		▽ (or ▲) P+G (left side)
Rakushu Dantai	△P+G		From Bokuho:
			▽ (or ▲) P+G (right side)
<b>Down Attacks</b>		Rakusenshu	(opponent down) △P
		Hiten Rakutai	(opponent down) △P

**Aoi Umenokouji** Country: Japan Fighting Style: Aiki Ju-Jutsu

Aoi left the fourth tournament with only frustration and anger. She had to endure a slew of pick-up lines before her match, and the match itself was a complete loss. Her opponent's nimble footwork and powerful kicks were more than impressive, but his tendency to come on to any woman he saw only angered Aoi.

Even after the tournament ended, Aoi thought about her opponent often. There had never been any fighters like that in the previous tournaments, and he had made a strong impression on her. Aoi found herself training harder because she wanted to show him a thing or two.

Now that the invitation to the Fifth World Fighting Tournament has arrived, Aoi can barely contain her desire to enter the tournament and see him again.



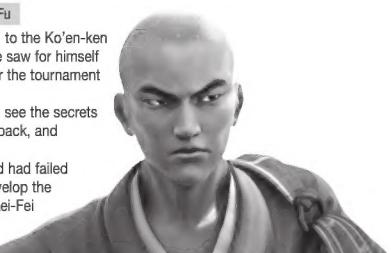
MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>			Ryusen
<b>Throws</b>			From Tenchi In'you: $\downarrow$ (or $\uparrow$ ) $\text{P}$
Rentotsu Kodachi	$\text{P}\text{P}\text{P}$	Ko'ate	$\text{P}+\text{G}$
Rentotsu Kusanagi	$\text{P}\text{P}\text{P}\downarrow\text{G}$	Hikichigai	$\downarrow\text{P}+\text{G}$ (change throw direction with $\downarrow$ or $\uparrow$ or $\triangle$ )
Rentotsu Kinuguruma -Sundome	$\text{P}\text{P}\text{P}\downarrow\text{P}\text{G}$	Okurite Mawashi	$\downarrow\text{P}+\text{G}$
Rentotsu Ryusen Soushou	$\text{P}\text{P}\downarrow$ (or $\uparrow$ ) $\text{P}\text{P}$	Wakigarami	$\downarrow\triangle\downarrow\triangle\downarrow\text{P}+\text{G}$
Nirentotsu Kugiyaku	$\text{P}\text{P}\text{K}$	Yumigatame	$\downarrow\downarrow$ (or $\downarrow\downarrow$ ) $\text{P}+\text{G}$ (during Wakigarami)
Shougerigasane	$\text{P}\text{K}$	Ebi'ori	$\downarrow\triangle\text{P}+\text{G}$ (during Yumigatame)
Tsumujisakura	$\triangle\text{P}\text{P}$	Taiboku Taoshi	$\downarrow\triangle\downarrow\text{P}$ (or $\downarrow\downarrow\downarrow\text{P}$ ) $\text{P}+\text{G}$
Koromoguruma	$\triangle\text{P}\text{P}$	Taiboku Kudaki	$\downarrow\triangle\downarrow\triangle\downarrow\text{P}+\text{G}$ (during Taiboku Taoshi)
Ougimal-Tachikaze	$\triangle\text{P}\text{K}$	Aikihage	$\downarrow\text{P}+\text{G}$
Tenkai	$\triangle\downarrow\text{P}$ , then $\text{P}+\text{G}$ during hit	Okuri Otsuhi	$\triangle\text{P}+\text{G}$
Ryoushi	$\triangle\downarrow\text{P}$	Kiri'e Otsuhi	$\triangle\text{P}+\text{G}$
Gedan Shouda	$\downarrow\text{P}$	Morotebiki	$\downarrow\text{P}+\text{G}$
Sodeguruma	$\downarrow\text{P}$ , then $\triangle\text{P}+\text{G}$ during counter hit	Konoha Otsuhi	$\triangle\text{P}+\text{G}$
Hou'oushu	$\triangle\text{P}$	Oboroguruma	$\triangle\text{P}+\text{G}$
Uegeri-Datotsu -Abarakudaki	$\text{K}\text{P}\text{P}$	Hangetsuha	$\triangle\text{P}+\text{G}$
Kusarigama	$\text{K}\text{K}$	Tekime Toushin	(opponent crouching) $\triangle\text{P}+\text{K}+\text{G}$
Kumogeri	$\triangle\text{K}\text{K}$	Shin no Kurai	(opponent crouching) $\triangle\text{P}+\text{K}+\text{G}$
Sou'unha	$\triangle\text{P}\text{K}$	<b>Reversals</b>	
Kamageri	$\triangle\text{K}$	Uzuneru	$\triangle\text{P}+\text{K}$ (vs. right high punch)
Kasumi Renshou	$\triangle\text{K}\text{P}\text{P}$	Tenshin Nyushin	$\triangle\text{P}+\text{K}$ (vs. left high punch)
Maegeri	$\triangle\text{K}$	Edasaki	$\triangle\text{P}+\text{K}$ (vs. right high kick)
Oushu Hiji'ate	$\triangle\text{P}+\text{K}\text{P}$	Kusabi Otoshi	$\triangle\text{P}+\text{K}$ (vs. left high kick)
Ouka	$\triangle\text{P}+\text{K}\text{P}$	Uzuneru	$\triangle\text{P}+\text{K}$ (vs. right mid punch)
Iwaodome	$\triangle\text{P}+\text{K}\text{P}$	Tenshin Nyushin	$\triangle\text{P}+\text{K}$ (vs. left mid punch)
Soushouda	$\triangle\text{P}+\text{K}$	Edasaki	$\triangle\text{P}+\text{K}$ (vs. right mid kick)
Jousei Ryusenshou	$\triangle\text{P}+\text{K}$	Kusabi Otoshi	$\triangle\text{P}+\text{K}$ (vs. left mid kick)
Inshou	$\triangle\text{P}+\text{K}$	Senryu	$\triangle\text{P}+\text{K}$ (vs. low punch)
Shinchuzuki (deflect)	$\triangle\text{P}\triangle\text{P}+\text{K}$	Kaede Otoshi	$\triangle\text{P}+\text{K}$ (vs. low kick)
Tengu Otsuhi -Kaname'uchi	$\downarrow\triangle\text{P}+\text{K}\text{P}$	Ryuseishu	From Tenchi In'you: (vs. high punch/mid punch/elbow)
Sodeshinken	$\triangle\text{P}\text{P}+\text{K}$	Tate Shutou	(opponent down) $\triangle\text{P}$
Shigure	$\text{K}+\text{G}$	Kusei Komashutou	(opponent down) $\triangle\text{P}$
Ogamigeri (deflect)	$\triangle\text{K}+\text{G}$	Kusei Gatotusgeri	(opponent down) $\triangle\text{K}+\text{G}$
Kusanagi	$\triangle\text{K}+\text{G}$	Edakudaki	(opponent lying face up, feet toward you) $\downarrow$ (or $\triangle$ ) $\text{P}+\text{G}$
Mikawashi Ouda	$\text{P}$ (during Defensive Move)		
Abara'uchi	$\text{P}$ (during Offensive Move)		
Hiza'ate	$\text{K}$ (during Offensive Move)		
<b>Moves from Tenchi In'you</b>			
Tenchi In'you	$\triangle\text{P}+\text{K}+\text{G}$ (can be charged)		

**Lei-Fei** Country: China Fighting Style: Shaolin Kung-Fu

Lei-Fei had received orders from his master to put an end to the Ko'en-ken style. But when he found Lau in the fourth tournament, he saw for himself the amazing power of the style, and approached Lau after the tournament as a promising student.

Impatient to learn quickly, Lei-Fei attacked Lau, hoping to see the secrets of Ko'en-ken. But the weakened Lau was unable to fight back, and survived only because of Pai's sudden appearance.

Lei-Fei had failed in his mission to destroy Ko'en-ken, and had failed to learn Ko'en-ken for himself. His only choice was to develop the strength required to defeat anyone who came after him. Lei-Fei used the pressure to push himself to new heights. Now, Lei-Fei is ready to enter the fifth tournament.



MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>			<b>Moves From Hai Shiki</b>
<b>Throws</b>			Hai Shiki $\triangle\text{P}+\text{K}+\text{G}$
Rengeki Soushouha-Hai Shiki	$\text{P}\text{P}\text{P}$	Housui Rengeki-Dokuritsu Shiki	From Hai Shiki: $\text{P}\text{P}$
Kakushu Suigeiki ~Ura Koko Shiki	$\triangle\text{P}\text{P}+\text{K}+\text{G}$	Housui Shouhei	From Hai Shiki: $\text{P}\text{P}+\text{K}$
Kakushu Suirengeki	$\triangle\text{P}\text{P}$	Koudantai-Dokuritsu Shiki	From Hai Shiki: $\text{K}$
Toushou	$\triangle\text{P}\text{P}$	Hai Shiki Zensoutai	From Hai Shiki: $\text{P}\text{K}$
Rakengeki	$\triangle\text{P}\text{P}$	Hai Shiki	From Hai Shiki: $\text{P}+\text{K}$
Fukoushoushou	$\triangle\text{P}$	Senshippo	(can be charged)
Toutenshou	$\triangle\text{P}$	<b>Moves From Bokutai</b>	
Honrai Konten	$\triangle\text{P}\text{P}$	Bokutai	From Hai Shiki: $\downarrow$
Shatenshou	$\triangle\text{P}\text{P}+\text{P}+\text{G}$	Shingo Senshinken	From Bokutai: $\text{P}\text{P}$
~Ura Nenan Shiki	$\triangle\text{P}\text{P}+\text{P}+\text{G}$	Senkyutai	From Bokutai: $\text{K}\text{K}$
Shaten Renshou	$\triangle\text{P}\text{P}\text{P}$	Hanshouda	From Bokutai: $\text{P}+\text{K}$
Haisenkyaku-Bokutai	$\text{K}$ , then $\downarrow$ during guard or hit	<b>Moves From Nehan Shiki</b>	
Rigoutai-Koko Shiki	$\triangle\text{K}$	Nehan Shiki $\triangle\text{P}+\text{K}+\text{G}$	
Toukyaku-Dokuritsu Shiki	$\triangle\text{K}$ (hold $\text{G}$ )	Sokushukyaku-Dokuritsu Shiki	From Nehan Shiki: $\text{P}\text{K}$
Bunkiyaku	$\triangle\text{K}$	Zensoutai	From Nehan Shiki: $\text{K}\text{K}$
Kongou Renchin Houda	$\text{P}+\text{K}\text{P}\text{P}$	Renkan Honshin Mahosui	From Nehan Shiki: $\text{P}+\text{K}\text{P}\text{P}$
Zaban Hekishou	$\triangle\text{P}+\text{K}$	<b>Moves From Suirakan Shiki</b>	
Kyoho Soufukken	$\triangle\text{P}+\text{K}$	Rakan Dako	From Suirakan Shiki: $\text{P}$
Goka Zasan	$\triangle\text{P}+\text{K}$	Fukuchi Setta-Ura Nehan Shiki	From Suirakan Shiki: $\text{K}$
Kochouheki (deflect)	$\triangle\text{P}+\text{K}$	<b>Moves from Koko Shiki</b>	
Haisetsukou-Koko Shiki	$\triangle$ (or $\square$ ) $\text{P}+\text{G}$	Renkan Sousui (deflect)	From Koko Shiki: $\text{P}$
Sousuigeki	$\triangle\text{P}+\text{K}$	Koushutai (deflect)	From Koko Shiki: $\text{K}$
Senpukyaku-Koko Shiki	$\triangle\text{K}+\text{G}$	<b>Moves from Ura Nehan Shiki</b>	
Zensoutai	$\triangle\text{K}+\text{G}$	Rakan Doushou	From Ura Nehan Shiki: $\text{P}\text{P}\text{P}$
Chisen Choukyaku 2	$\triangle\text{K}+\text{G}$	Kishin Niki	From Ura Nehan Shiki: $\text{K}\text{K}$
Toushin Sen'enyaku	$\triangle\text{K}+\text{G}+\text{K}\text{K}+\text{G}$	<b>Moves from Ura Koko Shiki</b>	
Souhikyaku	$\triangle\text{K}+\text{G}$	Jirou Tanzan (defect)	From Ura Koko Shiki: $\text{P}$
Teishitsu Sokushou	$\text{P}+\text{K}\text{P}$ (during Defensive Move)	Touki Kobi	From Ura Koko Shiki: $\text{K}$
Shaho Toushin	$\text{P}$ (during Offensive Move)	<b>Throws</b>	
Shaho Shitsuda	$\text{K}$ (during Offensive Move)	Raishin Senbu	$\text{P}+\text{G}$
<b>Moves from Dokuritsu Shiki</b>			Kyusen Shouheki $\triangle\text{P}+\text{G}$
Dokuritsu Shiki	$\triangle\text{P}+\text{K}+\text{G}$	Kouryu Haibi	$\triangle\text{P}+\text{G}$
Senshi Toushou-Hai Shiki	From Dokuritsu Shiki: $\text{P}$	Soufu Kanji	$\triangle\text{P}\triangle\text{P}+\text{G}$
Nikkikyaku	From Dokuritsu Shiki: $\text{K}\text{K}$	Sousai Haiken	From Soufu Kanji: $\triangle\text{P}+\text{G}$
Fukushintai-Hai Shiki	From Dokuritsu Shiki: $\text{K}\text{K}$	Rakan Shintengeki	From Sousai Haiken: $\triangle\text{K}+\text{G}$
Shingo Bunkiyaku	From Dokuritsu Shiki: $\text{K}+\text{G}$	Haikyaku Soutou	$\triangle\text{P}+\text{G}$
Zenten-Touku Renshenkyaku	From Dokuritsu Shiki: $\text{P}+\text{K}+\text{G}$	Kinryu Gakkou	$\triangle\text{P}+\text{G}$
Zenten-Hou'u Ten'yoku	From Dokuritsu Shiki: $\triangle\text{P}+\text{K}+\text{G}+\text{P}+\text{G}$	Haizan Toukai	$\triangle\text{P}+\text{G}$
Dokuritsu Senshou	From Dokuritsu Shiki: (vs. high punch/mid punch/low punch/elbow)	<b>Down Attacks</b>	
		Toushingeki	(opponent down) $\triangle\text{K}$
		Rakugeki Houda	(opponent down) $\triangle\text{P}$

**Vanessa Lewis** | Country: Unknown | Fighting Style: Vale Tudo

When Vanessa learned that J6 was targeting Sarah, she volunteered to protect her, and infiltrated the Fourth World Fighting Tournament as a security officer. But midway through the tournament, Vanessa suddenly lost contact with her team and disappeared.

After a few years passed with no leads on her whereabouts, Vanessa was suddenly found unconscious in a room in the Bryant home. When she came to, she could only remember events up to midway through the fourth tournament. Her body, however, showed signs of conditioning and training beyond anything she remembered. As Vanessa struggled with her lack of memories, she learned of the fifth tournament. Hoping to find out what had happened, Vanessa decides to enter the tournament.

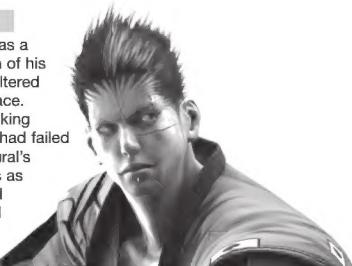


MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves (Defensive Style)</b>			
Shadow Combo High Kick	↑↓↑↑	Lightning Lancer Tackle	△○↑+□
Feint Body	△↑	Russian Hook	△○↑+□
Crush Jaw	↑ (while rising from a crouch)	Set-up (Defensive Style)	↑+○+□
Back Knuckle Stream	△↑↑↑	Sidestep Lancer	△○↑ (during Defensive Move)
Back Knuckle Toe Kick	△○↑+□, then □+○+□ during counter hit	Body Smash	↑ (during Offensive Move)
-Hold Face Knee		Quick Knee Kick	○ (during Offensive Move)
Ducking Body Smash	△○↑↑	<b>Moves from Intruder Step (Offensive Style)</b>	
Heavy Impact	△↑	Rising Upper	From Intruder Step: □○+○+□
Takeoff Elbow	△△○○+○+○	~Switch Back Blow	From Intruder Step: □+○+○
-Switch Knee Lift		Spear Tackle	From Intruder Step: □+○
Cut Upper	△↑	<b>Moves from Takedown (Offensive Style)</b>	
Defensive Elbow (deflect)	△○↑	Hammer Knuckle	From Takedown: □
Front Sleeper	△○, then □+○+□ during counter hit	V1 Armlock	From Takedown: □+○
-Hold Face Knee		<b>Moves from Hand Hold (Defensive Style)</b>	
Shadow Slicer	△○↑	Hand Hold	From Defensive Style: Lever neutral (vs. high punch/mid punch)
Parrying Combination	△○↑↑	Face Crush Upper	From Hand Hold: □
Stopping Low	△○↑	Shoulder Breaker	From Hand Hold: □+○
Bone Crush Middle	△○↑ (can be charged)	<b>Throws (Defensive Style)</b>	
Boomerang Hook	△○+○	Canyon Dive	○+□
Low Spin Slicer	△○↑	Elbow Rush	△○+○
Intrude Hook	○ (hold ○) △ (or △) (front side)	Army Combination	△○↑△○+○+○
Set-up (Offensive Style)	↑+○+□	Heaven's Gate	△○↑△○ (or △○△○) □+○
Barrier Kick	↑+○ (during Defensive Move)	Hell's Gate	△○↑+○
Body Hook	↑ (during Offensive Move)	Rolling Arm Crusher	△○↑+○
Smash Toe Kick	○ (during Offensive Move)	Rib Crush Body	○ (opponent crouching) △○+○+○
<b>Normal Moves (Offensive Style)</b>			
Quick Back Blow	○↑↑↑	Rib Crush Knee	○ (opponent crouching) △○+○+○
Machine Gun Combination	↑↓↑↑	<b>Throws (Offensive Style)</b>	
Smash Straight	↑↓↑↑	Canyon Dive	○+□
Smash Upper	↑ (while rising from a crouch)	Leg Breaker	△○↑△○+○+○
Stride Combination	△↑↑↑	Styx Hole	△○↑△○+○+○
Long Barrel Blow	△○↑	Triangle Lancer	△○↑+○
Assault Combination	△○↑↑↑	Upkeep	○ (opponent crouching) △○+○+○
Stinger Strike	△○↑△○+○ (can be charged)	Hellhound	○ (opponent crouching) △○+○+○
Death Scythe	△↑	<b>Reversals (Defensive Style)</b>	
Cluster Knee	○ (while rising from a crouch)	Prison Armlock	△○+○ (vs. high punch)
Knee-Kick-Jab-Hook	△○○○+○	Prison Armlock	△○+○ (vs. mid punch)
Hunting Kick	△○○○ (or △) ○	<b>Down Attacks (Defensive Style)</b>	
Intruder Step	△○, then □ just before hit	Soccerball Kick	(opponent down) △○
Stealth Body Blow	△○○○○+○+○	Rolling Leg Drop	(opponent down) △○
-Switch Knee Lift		<b>Down Attacks (Offensive Style)</b>	
HAWK Strike	△○	Soccerball Kick	(opponent down) △○
		Bryants' Knee Stamp	(opponent down) △○

Note: Vanessa has stances in Defensive and Offensive Styles. All moves in Defensive Style assume that she is taking Defensive Style stance, and likewise for the Offensive Style moves.

**Goh Hinogami** | Country: Unknown | Fighting Style: Judo

Goh found himself in an old, abandoned dojo. This was a former J6 training facility, where Goh had spent much of his youth. As he lay on the ruined tatami mats, sunlight filtered in from the holes in the ceiling to play across Goh's face. His orders had been to assassinate certain fighters taking part in the Fourth World Fighting Tournament, but he had failed completely. He had explained to his superiors that Dural's interruption of the final match had disrupted his plans as well as the tournament itself, but the organization had done little to hide its disappointment in him. He could not afford to fail again. The Fifth World Fighting Tournament is his last chance to redeem himself.

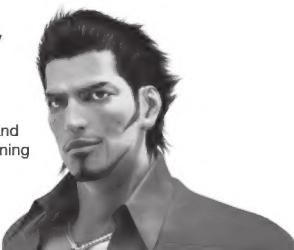


MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>			
Tsurane Shouda	○○	Basara-Mekira-Indara (Ura Shinshou Sangou)	○+○+○, then □○+○+○△○ during hit
Shouda-Kasumigoroshi	○○	Zenpou Kaiten Umemi	△○+○+○
Rengoku	△○○	Sugetsuguri	○+○ (during Defensive Move)
Yomi'okuri	△○○, then □○+○ during counter hit	Shouda	○ (during Offensive Move)
Aragami	△○○	Keri'age	○ (during Offensive Move)
Urahiji	△○○	<b>Throws</b>	
Soukyu	△○○	Makikomi	○+○
Sune'udaki	△○○	Tsuchikumo	△○○+○+○
Raika	△○○	Osotogari	△○○+○+○
Kirin	△○○	Tsuyubari-Todome	△○○+○+○ (or △○○+○) □+○
Inazuma (Migi Hibara) Geri	○	Tachidori-Todome	△○○+○+○ (or △○○+○) □+○
Tsukikage	△○	Se'oimage	△○○+○+○
Garyu	△○○	Tai Otoshi	△○○○○+○+○
Kyousengeri (deflect)	△○○	Hiza'ate-Oguruma	△○○+○+○ (or △○○+○) □+○
Yamibaragiri	△○○	Uchimata	△○○+○+○
Uchikurubushigeri	△○○	Onigari	△○+○
Ura Inazuma (Migi Hibara) Geri	△○○	Naraku Otoshi	△○○+○+○
Sennryukeru	△○○	Gourai	△○○+○+○
Jun'you	△○+○○	Kuchikitate	(opponent crouching) □○+○+○
Fudousatsu Arata	△○+○○	Orochi	(opponent crouching) □○+○+○
Kanura	△○+○	<b>Moves from Tsukami</b>	
Kotetsu	△○+○ (when fully charged)	Kumite Harai-Tsukami	○+○+○+○
Kokuryusatsu Todome	△○+○+○+○	Tsukitobashi	From Tsukami: □+○
Kokuryusatsu Arata	△○+○+○+○	Zenpou Kuzushi	From Tsukami: □
Minamobara	△ (or □) +○	Zenpou Kuzushi	From Zenpou Kuzushi: □+○+○
Goukotsu	△○+○	Kouhou Kuzushi	From Tsukami: □
Gohou Yur'i'ori (deflect)	△○+○	~-Yashaguruma	From Kouhou Kuzushi: □+○+○
Yorodoshii (deflect)	△○+○	Uhou Kuzushi	From Tsukami: □ (or □) (back side)
Ikaruga	○+○○	Uhou Kuzushi-Okuri'ashibarai	From Uhou Kuzushi: □ (or □) □+○+○ (back side)
Raijinsatsu	△○+○+○	Gou-Todome	○+○ (or □) □+○+○ (back side)
Murakumo	△○+○+○, then □○+○ during guard or hit	Sahou Kuzushi	From Tsukami: □ (or □) (front side)
De'ashibarai	△○+○+○	Sahou Kuzushi	From Sahou Kuzushi: □ (or □) (front side)
Ni'ousatsu	△○+○+○, then □○+○ during counter hit	Todome	(opponent down) □○
Orochinagi	△○+○+○	Hayate	(opponent down) □○
Tengusatsu	△○+○+○	Matasaki	(opponent lying face up, feet toward you) □○+○+○
Basara-Mekira-Bikara	○+○+○, then □○+○+○ during hit	Hi'engaeshi	(opponent lying face down, feet toward you) □○+○+○

**Brad Burns** Country: Italy Fighting Style: Kick Boxing

The Fourth World Fighting Tournament was like one big party to Brad—the joy of fighting against challenging opponents, and the fact that many of them were beautiful women, was almost too much for Brad to take. But after the tournament ended, Brad's life suddenly felt empty. There were still no opponents who could challenge him in the kickboxing ring, and none of the women he had met at the tournament were returning his calls.

Then one day, Brad received an invitation to the Fifth World Fighting Tournament. The invitation also included the name of a female fighter that Brad didn't recognize. "Hmmm... Looks like I'll have to go meet her."



MOVES	COMMAND	MOVES	COMMAND
<b>Normal Moves</b>			
Combo Double Knee	↑↓↑↓	Double Dee Sawk Lang Combination	From Long Ducking: ↓↑↑↑
Combination Low	↑↓↓↓	Double Knee Combo	From Long Ducking: ↓↓
Gliding Knee	↑↓↑↑, then ↓+↑ during counter hit	Corkscrew Straight	From Long Ducking: ↓+↑
~Catch (Neck Clinch)			
Jab-Spin Kick	↑↑	Sway Back	↓↓+↑+↑
Elbow Hook	↓↑↑↑	Sway Back Jab	From Sway Back: ↓
~Screw High Kick	↑↑↑↑	Sway Back Middle Kick	From Sway Back: ↓
Lumpini Combination	↑↓↑↑	Ratchadamnoen	From Sway Back: ↓+↑↑↑, then ↓ during guard or hit
Sit Jab	↓↑		
Rising Upper	↓↓↑↑	<b>Moves from Sway Back</b>	
Dtee Sawk Combination	↑↑↑↑	Slipping Right	↓ (or ↑) ↓+↑+↑ (front side)
Gazelle Combination	↑↑↑↑↑↑	Body Break	From Slipping Right: ↓
Sharp Shoot	↑↑↑	Piercing Knee	From Slipping Right: ↓
High Kick	↑↑↑	Waving Body-Smash Hook	From Slipping Right: ↓+↑↑↑
Teep Combination	↑↑↑		
Knee Upper	↓↑	<b>Moves from Slipping Right</b>	
Kao Loy	↓↑↑↑	Slipping Left	↓ (or ↑) ↓+↑+↑ (back side)
Stop Kick	↓↑	Smash Hook	From Slipping Left: ↓
Step Change Knee	↓↓↑↑	Hunting Middle Kick	From Slipping Left: ↓
Double Strike	↓ (or ↑) ↓↓	~Catch (Neck Clinch)	↓, then ↓+↑ during hit
Turn Savate	↓↓↑↑	Waving Body-Smash Hook	From Slipping Left: ↓+↑↑↑
Middle Kick			
~Catch (Neck Clinch)	↓↓, then ↓+↑ during counter hit	<b>Moves from Phasing Turn</b>	
Dtee Sawk Bon	↑+↑	Phasing Turn	↓↓+↑+↑+↓ (or ↓↓+↑+↑+↑)
Sawk Klab	↓↓+↑	Chopping Blow	From Phasing Turn: ↓↑ (can be charged)
Upper Combination	↓↓↓+↑↑	Grand Sweep Hook	From Phasing Turn: ↓↓
Shovel Hook Triple	↓↓+↑↑↑↓↓	Double Crusher	From Phasing Turn: ↓+↑
~Last Shot			
Dtee Sawk Lang	↑↑↑+↑↑	<b>Moves from Neck Clinch</b>	
Tornado Combination	↓+↓↑↓+↓	Elbow Slash	From Neck Clinch: ↓
Step-in Knee-Front Kick	↓↓↑+↑↑	Gohk Kor Dtae Kao 3	From Neck Clinch: ↓+↑
Pap Sawk Kao	↓↓↑+↑	Position Change Right	From Neck Clinch: ↓ (or ↑) (front side)
Jaguar Tail	↓↓+↑+↑	Position Change Left	From Neck Clinch: ↓ (or ↑) (back side)
Over Step Middle	↓+↑ (during Defensive Move)		
Body Blow	↓ (during Offensive Move)	<b>Throws</b>	
Quick Knee	↓ (during Offensive Move)	Elbow Slash	↓+↑
		Body Knee Crush	↓↓↓+↑+↑
<b>Moves from Ducking</b>		Neck Slash	↓↓+↑+↑
Ducking	↓↓+↑+↑+↑	Hold Elbow	↓↓+↑+↑
Cross Upper	From Ducking: ↓↓	Face Fang	↓↓↓+↑+↑
Ducking Knee Upper	From Ducking:	Change	↓↓+↑+↑
~Catch (Neck Clinch)	↓, then ↓+↑ during counter hit		
Middle Spin Kick	From Ducking: ↓+↑	<b>Reversals</b>	
		Death Trap-Elbow	↓↓+↑ (vs. right mid kick, right side kick, right mid full spin kick)
<b>Moves from Long Ducking</b>			
Long Ducking	↓↓+↑+↑+↑	<b>Down Attacks</b>	
		Gambit	(opponent down) ↓↓
		Hell Dive	(opponent down) ↓↓

The following credits list the staff responsible for the localization and marketing for the North American release of *Virtua Fighter™ 5*. See in-game credits for the complete list of the development staff.

**CEO**  
Naoya Tsurumi**President/COO**  
Simon Jeffery**Executive VP**  
Hitoshi Okuno**VP of Product Development**  
Dave Cobb**Localization Manager**  
John Merlino**Producer**  
Patrick Riley**Localization Consultant**  
Osamu Shibamiya**VP of Marketing**  
Scott A. Steinberg**VP of Sales**  
Sue Hughes**Director of Artists & Repertoire**  
Noah P. Musler**Director of Public Relations**  
Charles Scibetta**Public Relations Manager**  
Jay Boor**Director of Marketing**  
Rick Naylor**Senior Product Marketing Manager**  
Erica Mason**Assistant Product Marketing Manager**  
Derrek Peel**Creative Services Manager**  
Jen Groeling**Production Specialist**  
Heather Lucchetti**Senior Copywriter/Editor**  
Bridget Oates**Development Services Manager**  
Deni Skeens**QA Supervisor**  
Josh Morton**Senior QA Leads**  
Demetrius Griffin  
Shawn Dobbins  
Lee Frohman**Test Leads**  
Michael Baldwin  
Kip Bunyea**Test Assistant Lead**  
Matt Girard**Testers**  
Sam Caron  
Alex Choe  
Terence Destouet  
Ryan Greene  
Dan Martinson  
Wesley Xiao**Special Thanks**  
Stephen Akana  
Joe Floyd  
Lawrence Mann  
Junior Sison  
Eduardo Camacho  
John Belcher  
Matt Ellison  
Chris Olson  
Marjorie Puruganan  
Rodwin Pabello  
Ricky Viray  
Rhiana Kellom  
Rey Buzon  
Ray Vasquez  
Scott Sampson  
Jason Kuo  
Inbound  
Santos Huesso  
Scott Allen

## LICENSING INFORMATION

zlib.h -- interface of the 'zlib' general purpose compression library  
version 1.2.3, July 18th, 2005

Copyright (C) 1995-2005 Jean-loup Gailly and Mark Adler

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

Jean-loup Gailly [jloup@gzip.org](mailto:jloup@gzip.org)  
Mark Adler [madler@alumni.caltech.edu](mailto:madler@alumni.caltech.edu)

strncpy

Copyright (c) 1998, Todd C. Miller  
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Neither the name of the <ORGANIZATION> nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.